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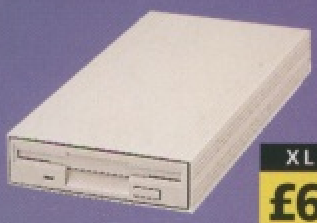
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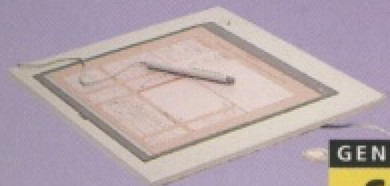
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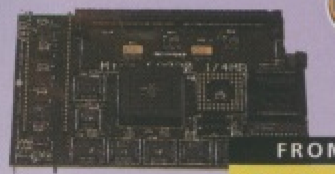
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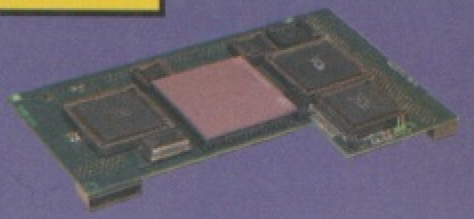
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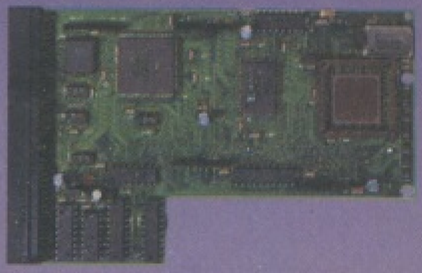
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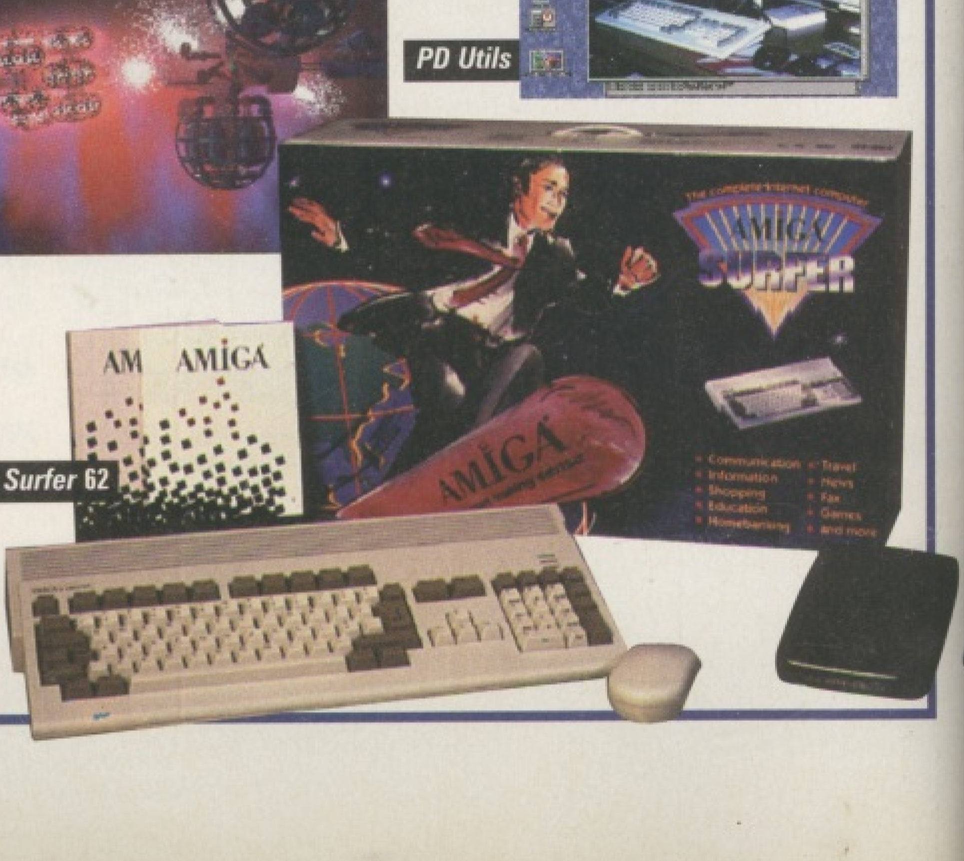
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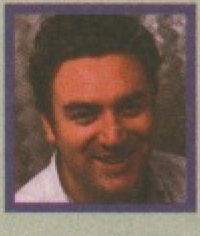

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Oldies

Editorial



The new Amiga arrived in grand style at the CeBIT show in Hanover and is due to make its second appearance at the World Of Amiga in the UK. This is the first new Amiga for nearly two years (after all the A4000 Tower is simply an update of the original Commodore prototype) and the first to be designed from the outset by Amiga Technologies. The basis of the machine is still the AGA chipset, Paula and the Motorola 68000, but it's the up-to-date approach of providing adequate RAM, a fast processor, CD-ROM drive and hard drive that makes this new machine so much more competitive than the ones it will eventually replace. That's not to say that if you own an A1200 it's out of date though: much of what 'Project Walker', as it is currently known, will do can be done with your machine if you upgrade it, but those considering the merits of buying a new Amiga will have more choice as a result of this development. No doubt it will cost more than the A1200, but you get what you pay for and its specification is correspondingly higher. As for its looks ... well it has its devotees, not least in this office. It also has its detractors – in this office too. But it's certainly distinctive and that's the way it should be if it is to compete. Let's hope the Walker doesn't lose too much of this in its metamorphosis from prototype to production.
Alan Dykes, Editor

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DISK 132

- Soundtracker Pro II
- Tune of the Month
- Dominator MIDI sequencer
- Sound samples: music and sound effects

The first of this month's cover disks is a musical extravaganza, brought to you by audio master Tony Horgan.



Soundtracker Pro II

Soundtracker Pro II is an extremely memory efficient tracker program for creating four channel music on all Amigas. This version is fully functioning with no disabled features. You are free to save out anything you create with the program.
For those few readers still soldiering on with 1.3 Amigas, this month's disk should be especially appreciated, as it offers many powerful features not normally implemented on 1.3 systems, including full on-line help at the touch of a button.

So what's so special about Soundtracker Pro II? First of all it is very small. You could even run it on a 0.5Mb A500 if you were that hard up! However, even if you have plenty more RAM than that it's also a very neat little program. The interface is a lot easier to use than most trackers and there are some excellent features available in the sample editor, including a unique three-band graphic equaliser and a 'mod to sample' option. This is particularly useful as you can 'bounce' up to four tracks down to one at the touch of a button! Perfect for those times when you just don't have enough tracks to spare!

Getting started

If you've ever wanted to make music with your Amiga, Soundtracker Pro II is a great place to start. To get an idea of what's on offer, load up the Tune of the Month from the same disk by clicking the Song button at the top left of the screen, then selecting the "mod.extension of_light" file. To play the tune, click on Edit from the top strip of buttons, then click the Play Song button. This is the right-facing triangular button marked with a letter 'S'. The other play button is for playing just one part (pattern) of the song.

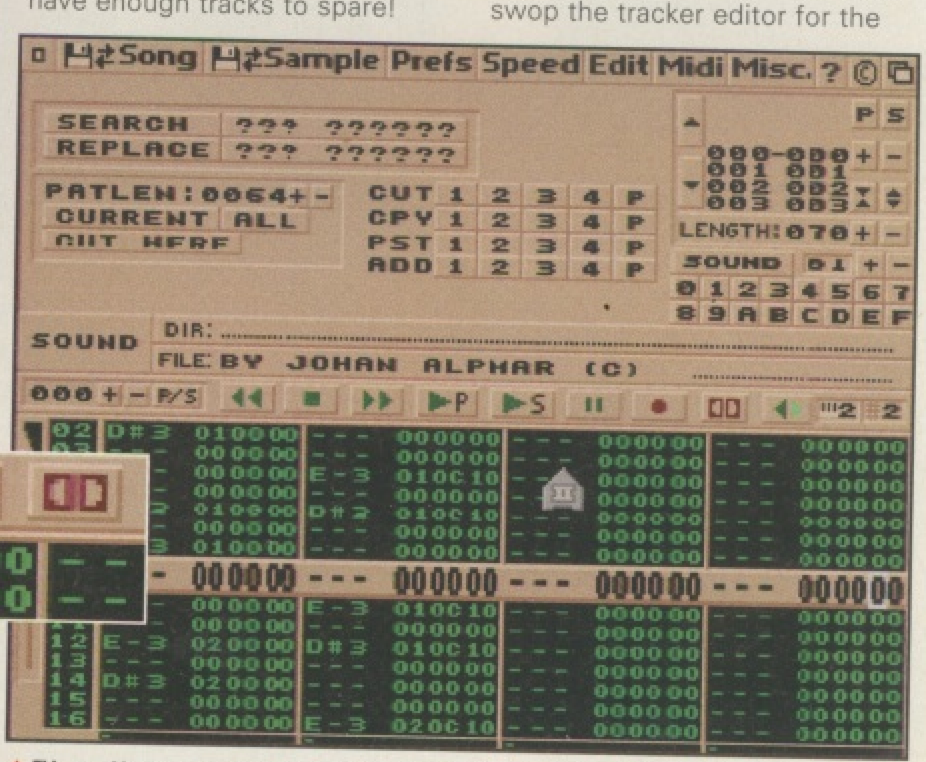
The song will loop back to the start after a while (70 patterns to be precise). Watch the scrolling numeric display in the top right corner see which pattern is currently playing. If you find the alpha numeric tracker display at the bottom of the screen is rather confusing, take a look at the Trackers section of the free book included with this month's CU Amiga Magazine.

Sample editor

You'll find there's a built-in sample editor with some very useful and powerful features. To swop the tracker editor for the



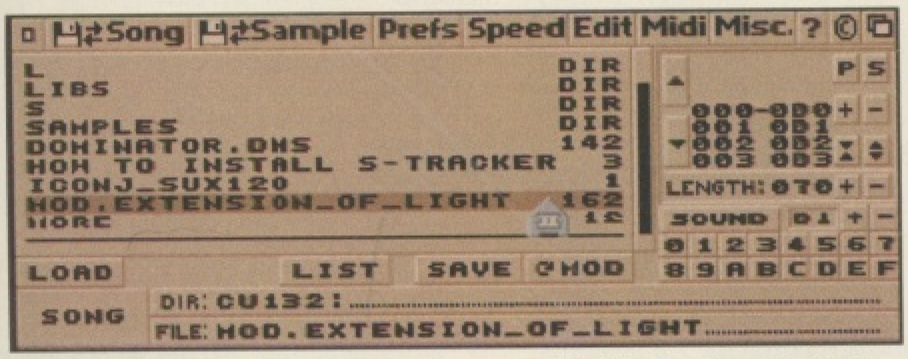
▲ The main controls are styled on the transport buttons of a tape recorder. The Dolby-style button toggles the lowpass filter.



▲ This month's star attraction is Soundtracker Pro II. Although it might look like any other tracker, it has some cunning tricks up its sleeve.

Sound samples

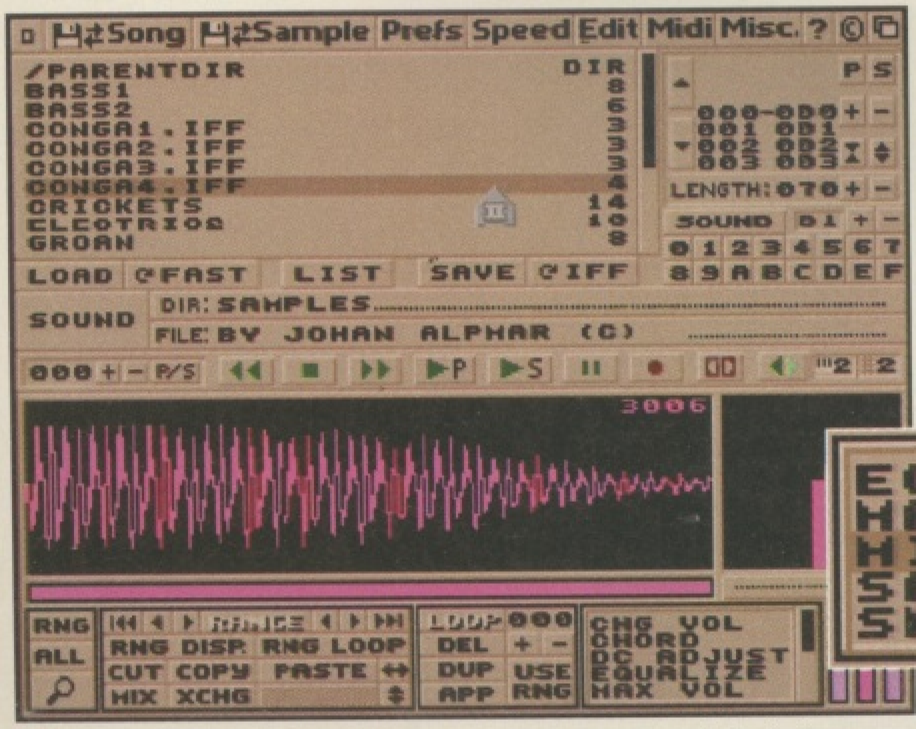
A selection of exclusive, never heard before sound samples is included in the Samples directory. These include both musical samples and sound effects and they can all be used in any Amiga music program and any other Amiga program that can load samples. The musical samples include loops for dance music, a range of distinctive Roland TR909 congas and a couple of bass sounds. The sound effects selection includes crickets, a meaty machine gun, dripping water, a police siren and an electrical hum, just the job for your own games, demos or soundtracks. The Playsound utility is also included in this drawer. This can be used to play IFF samples from the Shell.



▲ Tune of the Month is called Extension of Light and was composed by Johan Alpmar. You can load it into Soundtracker Pro II using the Song button at the top left corner of the screen.

sample editor, move the mouse pointer over the tracker part and then off to the right of the screen – the sample editor will scroll on from the right. From here you can sample your own sounds directly into the program using just about any 8 bit sampler cartridge that plugs into the parallel port.

Various processes and effects can be used to alter the current sample. To use any of these, select a part of the sample by dragging out a range with the left mouse button (or click RNG DISP to select everything in view) and then click on one of the effects from the scrolling menu on the right. One of the best features is the three band graphic equaliser. The three bars in the bottom right corner relate to the levels of bass, midrange and treble frequencies in the sample. By setting these to different positions you can drastically affect the frequency content of the sample. Select Equalize to process the sample with your chosen frequency settings. Use the Sample option from this list to sample your own sounds. You can even convert an entire pattern to a single sample by moving to a blank sample slot and selecting Mixtracks. This means that in effect you can exceed the normal four track limits with good sound quality.



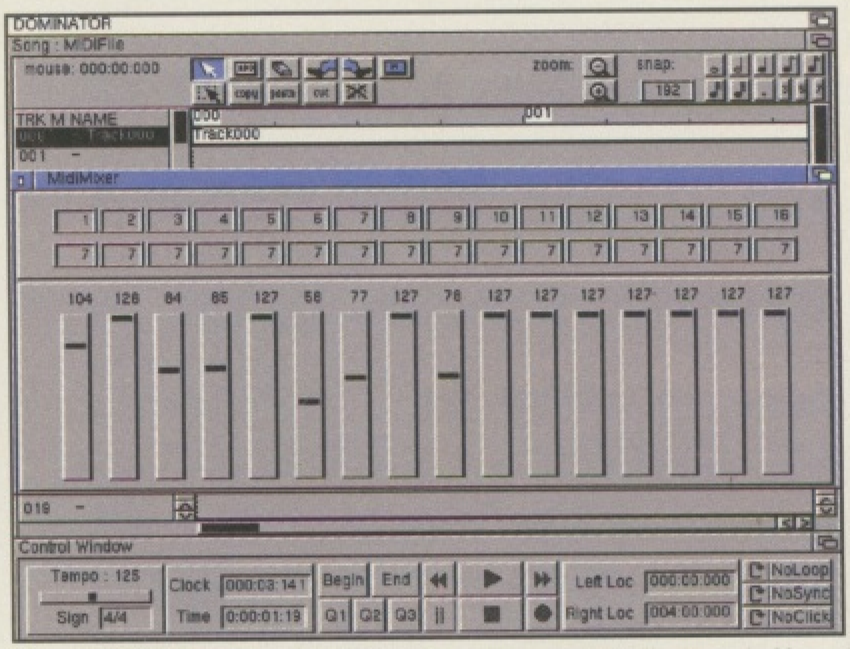
▲ There's a wide variety of samples included on cover disk 132. You'll find them in the Samples drawer.



▲ Selecting Mixtracks will convert the current block or pattern into a single sample. You can then use the sample on a single track, giving you three new spare tracks to play with!

Dominator

Dominator is a MIDI sequencer with support for Amiga samples. This is a demo version with save features disabled. If you find you would like to use this program seriously you can register for the latest edition of the full version, which will include more features and the ability to save your work. Check the Dominator Guide on the disk for full instructions and registration details. The instructions require the AmigaGuide utility to be present. OS2.04 or higher and a minimum of 1.5Mb of RAM is required to run the program. Extra RAM is recommended.



▲ Dominator is a new MIDI sequencer. It likes to run in interlaced mode but if you have a multisync monitor you can alter the icon tooltypes to make it run in productivity mode.

Recording a track

To record a track of your own, select one of the instruments using the numeric keypad or load one from the Samples drawer on cover disk 132. To load a sample, click the Sample button from the top row of buttons and select your sample file as normal, then click the Edit button. You can now play the sample at different pitches using the Amiga keyboard (or a MIDI keyboard – see the documentation for details). To put the program into record mode, click the circular button on the middle strip. You can now record onto a track in step time or realtime by selecting Play Pattern. By stringing together a sequence of patterns you can create a song that's as long or short as you like.

Tune of the Month

The long-awaited return of Tune of the Month comes with a contribution from Johan Alpmar. For more of Johan's work, see last month's CU Amiga CD-ROM, or check out the Aminet site or the Aminet CD-ROMs.

On-line help

On-line help is available at any time by pressing the Help key or clicking on the question mark button at the top right of the screen. This does not use AmigaGuide, and so it is available for all Amigas without the need to boot from Workbench or a hard drive. Consult these documents for detailed instructions on the rest of the program.

The author

Soundtracker Pro II is the work of Marco Nelissen. If you have e-mail capabilities and you use the program, please send the Marco an e-mail to let him know that you are using it and to offer any suggestions you may have for the program.

Top quality shareware software is vitally important to the Amiga's continual progress and survival. Use it, please don't abuse it! ■

Disk 133

Alien Breed 3D2

The Killing Grounds

By Team 17

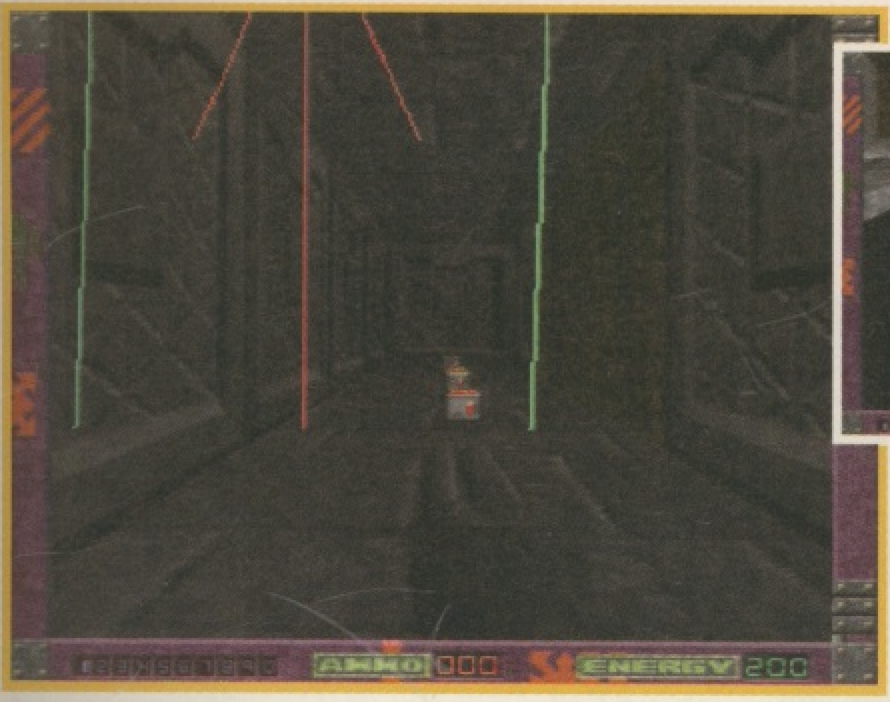


Demo for A1200/A4000 with 4Mb RAM min

Take cover we're going in. Alien Breed has spawned some more dastardly robotic enemies. And we've got it first, ha ha.

The Killing Grounds is not just any game, it's the last of a breed; in fact the last of THE Breed. The story of Team 17's Alien Breed is a long one and its latter half spans the period over the last two years where Team 17 have been expanding in the multi-format games market like brushfire on the savannah. The original Breed 3D was to be the last but a combination of unexpectedly high sales for this game and the abilities and ambitions of its programmer, Andy Clitheroe, meant that







part two has become a reality.

This demo is for 4Mb AGA machines only, which is bound to wind a lot of people up. For this we are very sorry, but that is how it was supplied and that is the sort of specification the final game will be best running on. A 2Mb version is still a month or two away and will be packaged in the same box as the 4Mb version, but big brother here is the genuine article and should give you some idea of the quality of the graphics, the silky smooth movement (if you adjust it to suit your machine) and the stunning lighting effects.

To load the demo you will need to decompress disk 133 to two disks. Do this by inserting it into your internal drive, restarting your Amiga and following the on-screen instructions. For more details see the Disk Loading instructions on page 16.

Stingy gun

OK, OK! The gun is stingy. It's a double barrelled shotgun which takes ages to reload and can leave you in a difficult situation, but hey, it's better than your bare fists and you must keep trying to replenish it. When the demo has loaded up you will see an arrow in front of you with green lines bordering it. This is the map. You can toggle this on or off using the tab button, and in the bright parts of the game it is probably best to have this toggled off. Bright parts? Yes, TKG is divided up into bright and dark areas. The bright ones are gorgeous and the dark ones are devoid of any feeling or light.

This is where the map comes into play. By using the F1 and F2 buttons you can increase or decrease the scale of the map and use it to discover and record new parts of the maze and as a reference guide to stop you travelling around in circles. The map can be scrolled around using the number buttons on the numeric keyboard and pressing 5 will centre the map back to where you are.

Light and dark

Most of the enemies on the level are of the blue robot variety, which are easy to kill with a few well aimed shots. At times though it will look as if a couple of flashlights are just around the corner. This is the large red alien, who can fire faster and is more difficult to destroy than his little blue brother. Time for you to get on with the game. Try to memorise the controls in the box opposite: you won't regret it. ■



The Controls

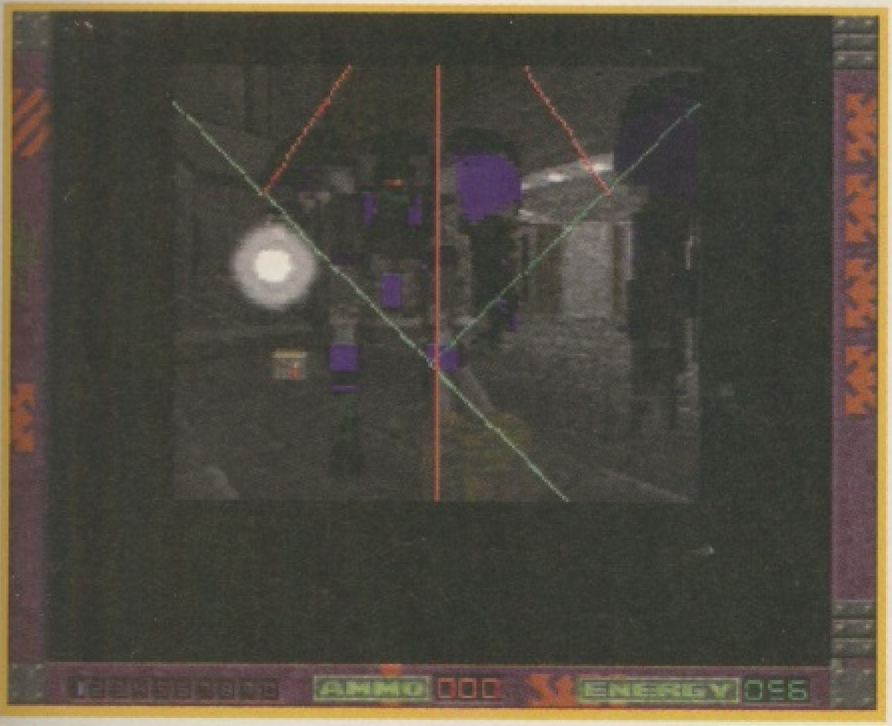
Control methods are very similar to Alien Breed 3D and you're allowed to duck, jump and sidestep. The major new feature is the ability to look up or down, but unfortunately in this demo, although you can do this your gun stays static: you can't aim it at anything. Let's hope this is rectified in the full game! Anyway, here are the main controls:

Game controls

Up cursor: ....Forward
Down Cursor: ....Backward
Left Cursor: ....Left
Right Cursor: ....Right
Right Alt: ....Fire
Right Shift: ....Run
Right Amiga: ....Sidestep
.: ....Sidestep left
/: ....Sidestep right
D: ....Duck/crouch
L: ....Look behind
]: ....Look up
#: ....Look down
0 (on keypad): ....Jump
Tab: ....Toggle map on/off
F1: ....Zoom in on map
F2: ....Zoom out of map
Number keys on keypad: moves around map

Viewing controls

((on keypad): Pixel width adjustment
) (on keypad): Pixel height adjustment
+/- (on keypad): Increase or decrease the height of the screen
Enter (on keypad): Full screen/partial screen



▲ Most of the enemies you'll encounter are of the blue robotic type ...



▲ ... though sometime you'll come across this heavy duty red chappie – beware.

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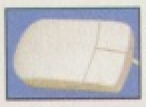
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cover disks
How to Load...

Cover disk 132
Soundtracker Pro II



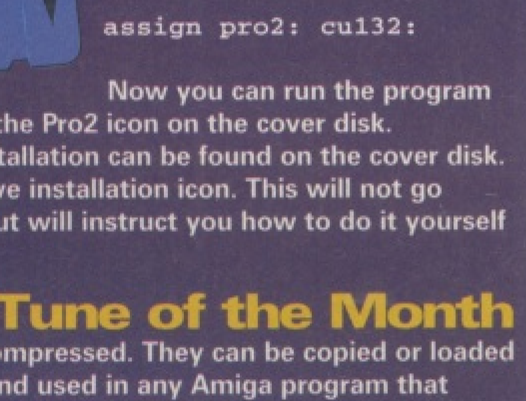
Soundtracker Pro II can be used with any Amiga. To use Soundtracker on a floppy-only system, insert disk 132 and reset your Amiga. The disk will autoboot. Double click the disk icon then double click the Pro2 icon. If you are running from a hard drive, you can run Soundtracker direct from the cover disk. First you must make an assign, so open a Shell window, enter the following line and press Return:

```
assign pro2: cu132:
```

Now you can run the program by double clicking the Pro2 icon on the cover disk. Instructions for hard drive installation can be found on the cover disk. Just double click the hard drive installation icon. This will not go ahead with the installation, but will instruct you how to do it yourself (it's easy really).

Samples and Tune of the Month
The sound samples are not compressed. They can be copied or loaded straight from the cover disk and used in any Amiga program that supports the loading of IFF samples. This includes music programs, multimedia packages and programming and development packages. As well as the musical samples, the sound effects are ideal for use in your own games and demos. Tune of the Month has been supplied by Johan Alpmar and is in Soundtracker/Protracker format. This can be loaded into Soundtracker Pro II, OctaMED or any other tracker. You can also play the tune with Hippoplayer from last month's CU Amiga Magazine cover disk and CD-ROM.

Dominator
Dominator is included in the form of a DMS archive. Make sure your cover disk is write protected before you unpack it (move the tab to open the hole). To unpack the archive, double click on the Dominator icon and then insert a blank disk (write enabled) when asked to do so. You will end up with a disk called Dominator disk, in which you'll find the Dominator program and an AmigaGuide instruction file. You will need the Amiga Guide utility on your system to read this. The Dominator disk is not an autobooting disk. You will need to boot from your Workbench disk or hard drive before you can access it. Dominator requires OS2.04 or higher and at least 1.5Mb of RAM.



▲ Improve your MIDI sequencing with the slick new Dominator.

Cover disk 133
Alien Breed 3D2: The Killing Grounds



Requires AGA and 4Mb RAM
This is a big demo so it needs to be expanded onto two disks using the following steps:

1. Prepare two blank formatted double density disks.
2. Write protect disk 133 and place it in the internal drive.
3. Restart your Amiga and wait for the CU Amiga Magazine loading screen to appear.
4. Follow the instructions on the screen, pressing F1 to uncompress the first demo disk. Insert one of the blank disks when prompted to do so. Then uncompress the second disk in a similar way using F2. When you have both uncompressed demo disks, insert Disk 1 in your Amiga's internal drive, restart the computer and follow the on-screen instructions.

IF YOUR DISK WON'T LOAD
We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However, if you do experience problems follow this simple guide.

We also vigorously virus check our cover disks on a branded virus checker. If some escape our attention we cannot assume responsibility for it.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

3: If you still experience problems loading the disk call the PCWyse helpline on 01685 350 505 between the hours of 10am and 12noon Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:

CU Amiga Magazine Disk Returns, PCWyse Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48YY.

NAME: ....

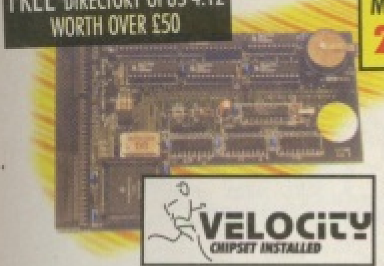
ADDRESS: ....

TYPE OF AMIGA OWNED: ....

DISK NUMBER: ....

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK:

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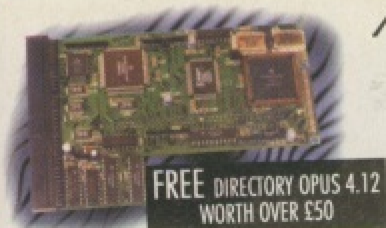
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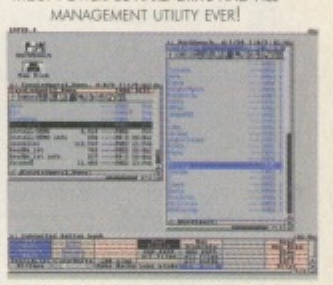
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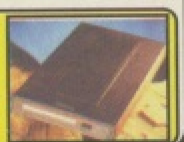
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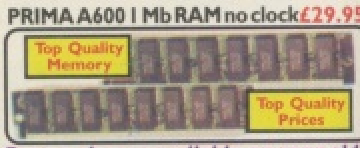
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News

CeBIT '96



▲ Amiga Technologies had a guest position on the Motorola stand alongside other Power PC supporters.

Since Amiga Technologies announced that they would display a new Amiga at the CeBIT show, speculation ran wild on exactly what it might be. Strong rumours of a strange silver machine or a pizza box Amiga prototype circulated. So, after some manic travel via Germany's rail system from Hamburg to Hanover, CU Amiga Magazine's Mat Bettinson rushed over to see this new wonder at CeBIT.



▲ CeBIT 96 was held in an enormous complex of almost 30 interlinked halls.

CeBIT is an enormous show. This year it consisted of just under 30 halls; each one about the size of the Wembley conference centre which hosted last year's World Of Amiga show in London. It is the biggest indoor show location in Europe and the stand on which Amiga Technologies were showing the new machine was a half hour walk away from the entrance. This stand was a huge Motorola construction hosting a number of guest computer manufacturers linked by the fact that they use (or in AT's case, plan to use) Motorola's PowerPC (PPC) processor. The Amiga Technologies presence consisted of demonstrations of an A1200, an A4000 Tower and the 'Amiga Walker' accessing the Internet with the Amiga Surfer software.



▲ Here it is! The new Amiga 'Walker'. Yes, it's that black thing in the middle of the picture. Note how the keyboard is attached via a PS2 type connector which should allow cheap PC keyboards to be used.

Vader's helmet

Having expected little but a wiry bird's nest prototype in a pizza box, the sight of the Walker in all its streamlined Darth Vader's Helmet glory (as seen on the front cover of this issue) had many show goers rubbing their eyes as if to remove the illusion. It was not only a prototype but a full working machine which was actually being demonstrated. See right for specific details. Of almost as much importance as the Walker itself were the plans Motorola and other PPC using manufacturers had for the future.

To back track; if the reader is not aware, Motorola and IBM formed an alliance to produce a new CPU for the '90s and beyond. Along with the Power PC processor they also drafted specification for the so-called 'CHRP' or Common Hardware Reference Platform. This was recently renamed the Power PC Platform. The idea is similar to the standard of 80x86 based PCs in that the user can buy whatever brand of motherboard/computer they like and then add cards and expansions as required. The software for the platform should still function quite happily (in theory) if everything follows the rules.

Cheap parts

Most computer hardware experts agree that the days are numbered for the custom chip set approach to computer development. The idea is that it's far more cost effective to purchase computer components off-the-shelf than to research and develop an entirely new non-standard chip set. In the past, of course, computers like the Amiga benefited from custom hardware (it graphics and sound hardware allowed it to become the number one games machine of the early 90s), but these days there's such a market of high specification cheap parts that this approach no longer makes sense.

So the idea is that the Amiga, as we know it, will move away from being an actual proprietary machine. Instead it will be an operating system running on a Power PC Platform. Many Amiga users might gasp in horror at this revelation but there are big advantages. The PPC chip is far cheaper and far faster than the 68060. The PPC Platform uses a PCI bus for expansion. Graphics cards with specification in excess of even the CyberVision 64 can be bought for far less expense. Any number of graphics and sound cards could be bought for a fraction of what custom Zorro cards cost for the Amiga.

"Project Walker" – The new Amiga revealed!

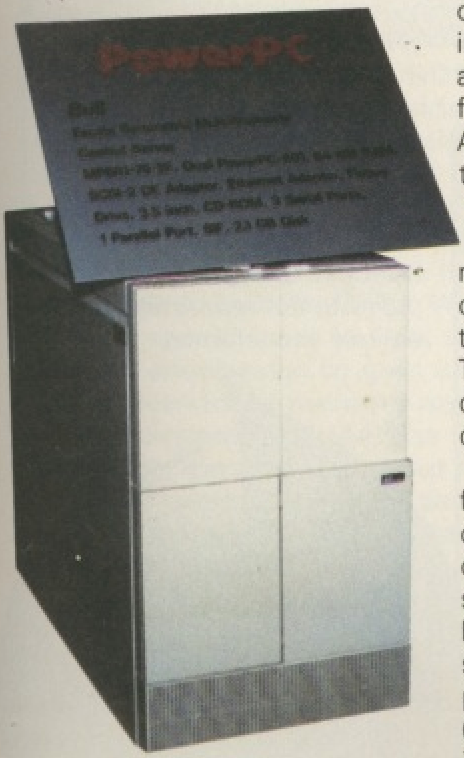
Fortunately the small Amiga presence on the Motorola stand was not the only place Amiga Technologies were on display. The huge Escom construction also played host to Amiga Technologies but this time the crowd was shoulder to shoulder. Here again the Amiga Walker was on display and we were able to speak with Heinz Wrobel, one of the key players in the Walker Project.

Amiga Technologies stressed that the Walker is a low end machine. This is music to many people's ears considering its basic specification includes a 40MHz 68EC030, 6MB (2 Chip + 4 Fast), HD floppy drive, hard drive, quad speed CD-ROM drive and a real time clock as standard. Now Amiga Technologies have announced that the big-box Amiga is now the base Amiga. In one example, by including a detachable keyboard and support for non Amiga specific keyboards, AT have told us all that the Amiga is going up market to finally compete with PCs whilst also starting the move to standard parts.



▲ John Smith of Amiga Technologies demonstrates the new Amiga Walker using the new Amiga Surfer software to skim around the World Wide Web.





Kickstart 3.2

Some other specifications tell more of the future. The Kickstart shipped with the machine will be OS 3.2 and it will make the move from 512K ROMs to 1Mb. Amiga Technologies wanted to make it clear than the OS upgrade would be minor with big features only to be implemented for KS 4.0 on the Power Amiga '97. Bug fixes and small enhancements will be the order of the day such as an improved CD file system (hooray!) and removal of the 2GB HD limit from FFS. Development of AmigaOS is being carried out in tandem with the Walker project and Amiga Technologies stated that it would be available as a retrofit upgrade to all machines capable of 1Mb ROMs such as the A1200, A3000 and A4000. They may farm out marketing and distribution to a third party as was done with OS 3.1 and Blittersoft.

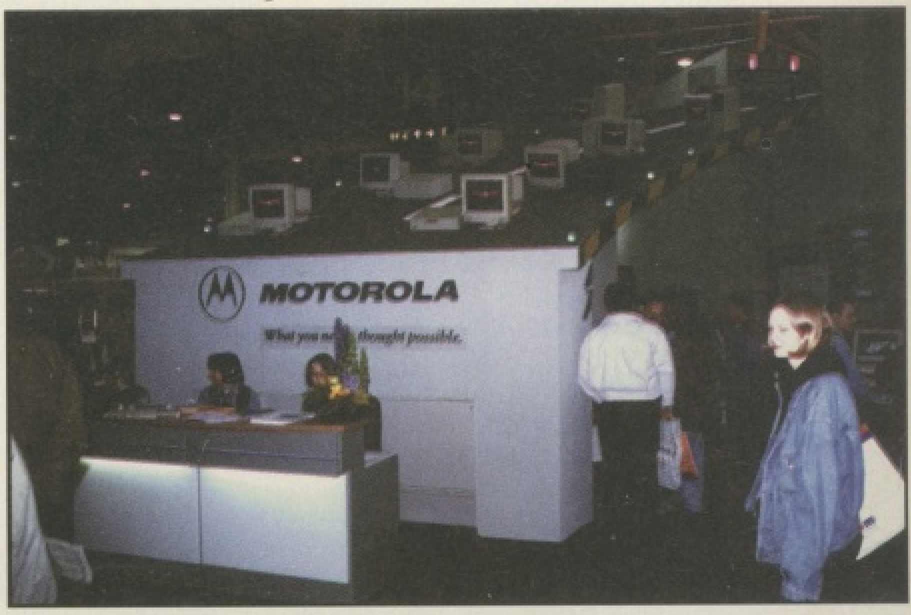
Another exciting development for Project Walker is the inclusion of a generic PC IO card all-in-one controller chip. AT hadn't decided specifically which one they'd use but largely the specifications are similar; high speed buffered serial port/s, Enhanced Parallel Port (high speed and suitable for the Zip etc), E-IDE controller and HD floppy disk controller. An obvious patch up to the aging Paula/CIA combination in the Amiga, at last high speed serial won't result in data loss. The E-IDE interface will drive the in-built quad speed CD-ROM and internal hard drive as well as leaving space for another two devices.

New floppy format

The new floppy interface proves a sticking point however. Quite a bit of electronics would be needed to be able to switch between the stock Paula/CIA floppy controller and the new HD floppy controller. The former would still be necessary if non-OS compliant game loaders would have any hope of working. The later is essential to retain a full speed HD floppy interface instead of the current expensive half-speed hacked HD floppies. It's quite a dilemma and AT weren't sure how it was going to be handled but did reveal that they plan to change the lay-out of the Amiga HD floppy to include index signals, so it's likely this format would not be compatible with earlier floppy disk formats.

One of the most intriguing features of the Walker is its expansion slot located right in the middle of the motherboard. In fact it's not really one slot but two slots in line. A card could plug into both or one depending on its function.

The exact details on which slot would do what were



▲ Motorola's impressive stand played host to many computer companies that use Power PC technology in their products, including Amiga Technologies with their forthcoming Power Amiga due in 1997.





▲ Amiga Technologies were refreshingly forthcoming with information on the new Amigas.

unavailable but it's most likely that the rear smaller slot has access to the Amigas video signals. This would be essential for a graphics board which would present a monitor port to the rear of the case. The larger half of the slot would mainly be a CPU connector akin to the A1200 trapdoor connector but with more signals enabling a simplification of accelerator design. Aside from these special features, the Walker is essentially an AGA based Amiga which will be largely compatible with the A1200/A4000. Based on a 68EC030 running at 40MHz, it's nearly six times faster than a stock A1200. Many have argued that a full 50MHz chip should have been used or even a 68040. Amiga Technologies point out that accelerators will be available as will an official Amiga Technologies Power PC 603 accelerator upgrade containing the new OS to boot. Those serious about speed would be well advised to remember they're getting reasonable performance in the mean time but not too much expense to throw away when the PPC upgrade comes along in early '97. It's difficult to imagine how wonderful a PPC based Walker would be.

An ideal stepping stone

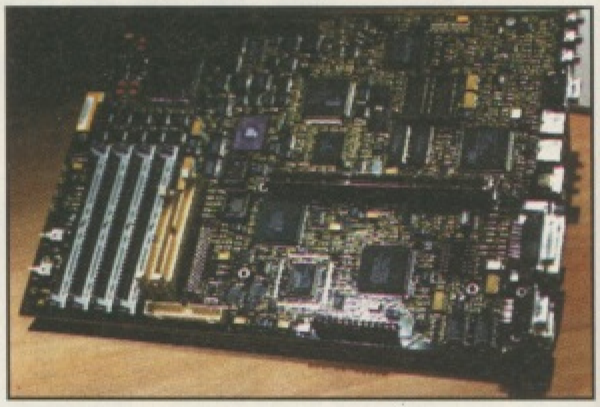
Here Amiga Technologies have delivered the ideal stepping stone Amiga. The last in the AGA custom chip-set line with some stop gap hardware to fix the most serious deficiencies. Couple compatibility with the existing software base and some serious expansion potential and what do we have? The best Amiga ever made, that's what. This is all before taking into account that this machine should be priced reasonably in the £600-£800 range and is expandable into the next generation of Power PC based computing.

The Walker is due to be put into production in the summer and on the shelves in the autumn in time for Christmas. With a base Amiga that includes a hard drive and a CD drive as standard with decent RAM capacity and processor power, things are looking good.

Let's hope that this time there's a good advertising campaign to back it up.

Rumours that Amiga Technologies have hired the lady from the 'Shake n Vac' advert to promote the new Amiga are entirely unconfirmed.

PPC Motherboard



The Power Amiga, or 'PPC Amiga 97' as AT are calling it, will be based around a Power PC motherboard such as this. Amiga Technologies are likely to make the machine some kind of hybrid which while essentially a PPC platform machine, will have most of the IO, graphics and audio functions built in. Though of course they could be expanded upon further via the PCI slots. This would give the user some degree of graphics and sound functionality with the benefits of a system that can be upgraded with all manner of third party add-ons. Economies of scale will mean that both the basic motherboard and any additional cards will offer better value than a custom system.

At CeBIT 96 a variety of motherboards were on show, many with a staggering array of IO options, SCSI controllers, SIMM sockets and so on. Such boards could form the basis of a very nice machine if running the Amiga operating system. So far the only operating systems running on PPC platforms are MacOS, AIX (a Unix flavour) and Windoze NT. Motorola staff admitted there was no operating system suitable for the home consumer as yet. I directed them to the small huddle of Amigas tucked in a corner and corrected, "Not *yet* there isn't".

Project Walker Specifications

CPU
68EC030 40MHz
Space for FPU. Socket or FPU fitted TBA.

MEMORY
2Mb 32-bit Chip RAM
1 SIMM socket expandable to 128Mb RAM fitted with 4Mb SIMM. Total memory 6Mb.
KS 3.2 (V43) 32-bit 1Mb ROMs.

CHIPSET
AGA custom graphics chip trio.
'Paula' - Audio & old floppy and serial ports.
'Tony' - New custom chip with expansion slot support.
Standard multicontroller IO chip. Exact model undecided. 2 8520 CIAs (in sockets)

STORAGE
Hard drive (size undetermined)
CD-ROM drive - quad speed
HD floppy drive

IO

REAR:
23 pin RGB video output.
RF output and composite RCA/Phono video output.
2 RCA/Phono audio output jacks.
Extended Parallel Port (EPP).
Standard 8520 CIA driven parallel port.
Hi Speed buffered serial port.
Standard Paula/CIA driven serial port.
Full speed HD floppy controller.
Standard Paula/CIA floppy controller.

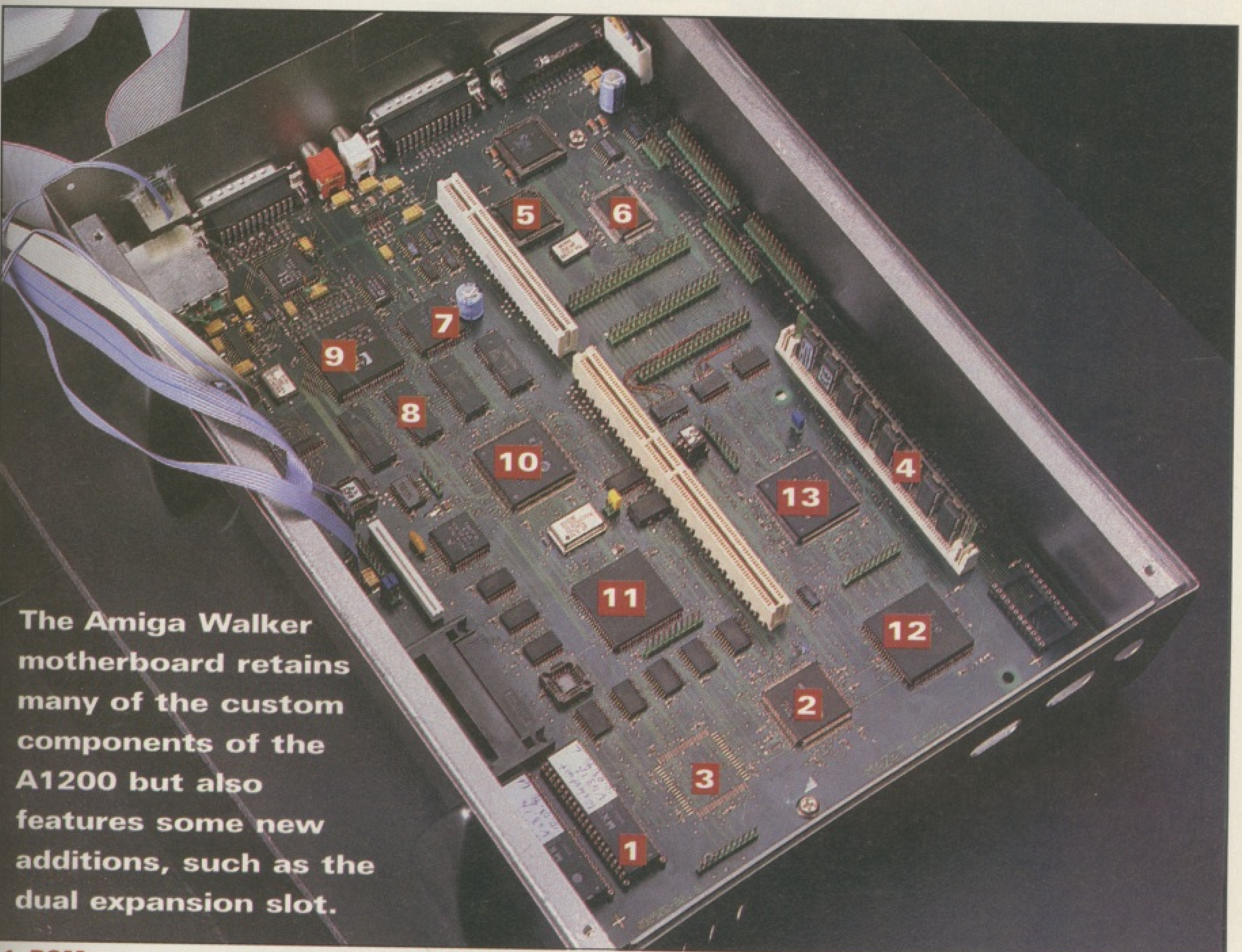
INTERNAL:
Enhanced IDE (EIDE) interface supporting 4 drives (2 used by CD-ROM and HD)
FRONT:
2 joy/mouse connectors.
1 PC AT style keyboard connector.

EXPANSION
One slot consisting of 2 sub connectors for video and CPU expansion. Possibly one general IO connector for simple IO devices.

OTHER
Internal power supply.
Real time clock.
Four Layer circuit board for production unit.
PCMCIA present in prototype, may be dropped for production.



Inside the Walker



The Amiga Walker motherboard retains many of the custom components of the A1200 but also features some new additions, such as the dual expansion slot.

1. ROMs OS 3.2 (V43) ROMs. New 1Mb capacity contains many small bug fixes and optimisations to AmigaOS.

2. CPU The Motorola 68EC30 CPU clocked at 40MHz. Surface mounted and with no built-in MMU, Walker owners would have to look to some kind of accelerator to gain an MMU useful for virtual memory and developers' diagnostic tools. The 68EC030 at 40MHz clocks in at about 7.2 MIPs which is around six times the speed of a standard A1200 with no fast RAM.

3. FPU Amiga Technologies were uncertain whether they would fit the Walker with an FPU socket or an FPU of the 68882 family. If fitted such a unit is likely to be a 68882 also clocked at 40MHz.

4. SIMM socket A standard 32-bit 72 pin SIMM socket capable of accepting a SIMM module up to 128Mb capacity and double sided. Will come with a 4Mb SIMM.

5. 8520 CIAs Part of the original A1000 design, the 8520 Complex Interface Adapters are still present as socketted units due to the high failure rate of the chips.

6. IO Chip The brand new general purpose IO chip which provides several new ports including; Enhanced IDE interface capable of driving four devices. Two of these are the CD-ROM and hard drive fitted as standard. Enhanced Parallel Port (EPP) and high speed buffered serial ports are also on offer which in conjunction with the new HD floppy controller solves serious shortcomings of the outdated Paula.

7. Paula Unchanged since the A1000, Paula handles the four channels of 8 bit audio, the serial UART and key aspects of the old DD floppy drive interface.

8. Chip memory Surface mounted bank of 2Mb chip memory as required by the AGA chip-set and Paula.

9, 10, 11, 12. AGA Chip set Lisa, Budgie, Alice and Gale respectively. The AGA chip set unchanged from the A1200 and A4000.

13. Tony New custom chip that handles the expansion bus and various parts of the 'glue logic'.

Escom loss fails to halt progress ...

Zip drive deal ahead

According to reports in German newspaper Frankfurter Allgemeine Zeitung (ABS) and the Economist Escom recorded a loss of 125 million Deutchmarks (nearly £50 million) for the 1995 financial year. This has resulted in a financial restructuring of the company which saw extra shares being sold at the expense of chairman Manfred Schmitt's holding, despite reports from Amiga Technologies that their German operation in fact made a profit for the year.

This will not effect Amiga Technologies directly, although an new President has been appointed to the company, Stefan Domeyer, who will operate alongside Petro Tyschtschenko during the upcoming period of new launches. Escom and its investors were keen to stress that the company has long term objectives and strategies which will not be effected by the year's loss.

Other Escom news is that they have recently made an agreement with Iomega as the first computer manufacturer to install Zip drives in their PCs. Iomega have been celebrating their millionth Zip drive sale and the 100Mb, floppy disk sized format seems set to become a standard. If Escom are planning to install these in PCs, what about the new Amiga?

EC law holds up Amiga

New laws which came into force in all EC countries on 1st January 1996 have been largely responsible for the delay of Amiga products according to industry sources. Giles Harwood of Gordon Harwood computers has blamed them for the delay of the new SCSI chips for the Blizzard 1260 cards his company distributes. "The new European Community CE regulations which came into force at the beginning of the year have been a nightmare. Under the new law each product has to be tested with every single possible combination of peripherals and add ons to make sure that their radiation emissions meet the new set guidelines. This is a long, complicated and expensive process and is certainly causing delays to products we hoped to have on sale directly after Christmas."

These CE or controlled emissions regulations mean that anything which fails the test by emitting or failing to shield radiation (depending on what the product's purpose is, with computer peripherals failing because of emission) has to be redesigned and tested again to make sure it passes. The A4000T which was designed in America has had to have minor modifications to be sold here because of this, according to an Amiga Technologies source, and similarly the Q-Drive has had to undergo extensive testing before being released with the approved CE mark. This has caused considerable delay in getting these products to the UK.



Stateside

By: Jason Compton

With CeBIT and World of Amiga UK occupying everyone's attention, it could be easy to forget to watch the rest of the world for Amiga happenings. But fortunately, I'm paid to keep a watchful eye on North America for CU Amiga Magazine's readers.

To try to keep the market on a roll, Amiga Convention '96 will be held in Montreal, Canada on August 3rd and 4th. No guests or exhibitors have been announced yet but the conference organisers are offering inexpensive table space to commercial developers and retailers as well as free table space for users who bring their machines. Competitions for 3D graphics, music, and demos will be held with cash prizes. For more information, contact Frederic Tessier, head organiser, at ++514-649-9756, or E-mail him at moogy@generation.net.

One of the original and long-committed Amiga application developers, Softwood, have finally kicked their on-line support and presence into high gear. In addition to a graphically impressive Web site at http://www.softwood.com, they are taking steps above and beyond the call of duty to bring innovative services to the net.

They have established an "Amiga User White Pages" at http://www.amiganet.com, devoted to listing E-mail addresses and other Web home pages of Amiga users. Of interest to sellers and buyers alike is Softwood's new Amiga Mall, at http://www.amigamall.com. The Amiga Mall provides links and sales service for Amiga developers and retailers wishing to expand their service to online customers. The Mall can be viewed at http://www.amigamall.com, and inquiries about establishing a presence on the Mall should be directed to company president Woody Williams, woody@softwood.com or ++602-431-0949.

Draco Systems, the company that provides distribution for Macrosystem's Draco non-linear editing computer as well as their line of Amiga products, has announced pricing configurations for Draco models to be sold here. Low-end systems, without any V-Lab Motion hardware, will be US$4750. At the high-end is a Draco with 32-bit Draco Direct V-Lab Motion editing card and 5 gigs total hard drive space for US$10995.

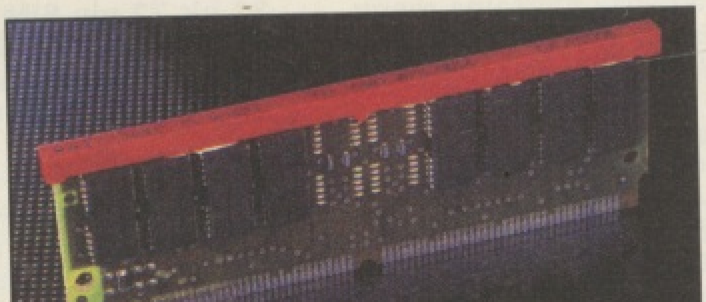
Draco Systems and Macrosystem will be present at the National Association of Broadcasters (NAB) conference in Las Vegas, Nevada in April. In addition to the formal launch of the Draco and by far the highest profile presentation of the V-Lab Motion technology to date, the companies will preview the new 32-bit Draco Direct V-Lab Motion card. This V-Lab bypasses the normal and relatively slow Zorro II bus for a custom Draco bus capable of pushing far greater quantities of data and allowing for uncompressed video images in higher quality, for crisper output and more flexible applications. All in all not a bad month.

Low cost RAM security

The problems of computer and chip theft were highlighted at a conference held by Thames Valley police in Berkshire at the end of February. The conference, held in Bracknell, the southeast's computer manufacturing capital, concentrated on the millions of pounds being lost by companies due to theft of RAM, which is small, easily transportable, in high demand and expensive. In the Thames Valley Police area alone computer crime cost £17 million in 1995.

Although the conference concentrated on PCs, the Amiga uses the same 72-pin RAM chips as most PC systems and because of the Amiga's predominance in the Graphics industry which is RAM intensive the threat remains high, despite thieves potential unfamiliarity with the system itself.

In terms of keeping RAM safe the conference was the launchpad for a simple system called ID-BAR, a visible deterrent which is linked to a national database. The bar is permanently attached to a RAM SIMM and is marked with an identity number. If the SIMM is stolen and an attempt is made to pass it on a number on the ID-BAR can be called, and the true owner can be located using the identity code. The bar and a permanent subscription to the national database costs £4.99, but with 16Mb RAM SIMMS costing over £300 this is a relatively small cost. Perhaps even more significant will be the cost of insurance for small and large companies. Retainaguard, the ID-BAR's manufacturer have had several years experience in the car industry where insurance costs have been significantly reduced thanks to better security. As the ID-BAR becomes more common the insurance industry has indicated that they would look favourably on companies that take measures to protect their computer equipment.



Amiga equipped companies with RAM to protect should contact Retainaguard on 0181 870 2224 for more details on their computer security devices.

Matt Broughton's



Games in view

Things are on the up. Lots of nice games publishers have released their new schedules and it looks like the Amiga won't be left out in the cold. So come in, put those wet things away and warm yourself with the warm glow that this month's games news generates.

Hello girls and boys! Things are on the up for our faithful grey wonder and thanks to some kind publishers we can be assured of more releases in the coming months.

Time Warner Interactive (who you'll no doubt remember swallowed Amiga legends, **Renegade**, a few months back) have just released a new schedule covering releases up until next Autumn and among those titles mentioned we have a confirmed May release date for the excellent **Sensible World of Soccer European Champ Edition**, retailing at £19.99. We can also look forward to the much-delayed dinosaur beat 'em up, **Primal Rage**, trampling onto your screens through the Time Warner Interactive label in June (£29.99). This will be followed shortly thereafter by the long-awaited **Chaos Engine 2** (on both A1200 and A500/600) at the end of June/beginning of July for £29.99.

Following on from the release of **Tracksuit Manager 2** (see my review elsewhere this very issue) **Alternative Software** have a number of titles to show on the Amiga in the next few months, with the first coming in the shape of more management shenanigans. **Rugby Boss** is touted as a straight forward management game but rather than being based upon the Tracksuit Manager engine as you might expect, this has a completely new engine, written entirely from scratch. It's due out some time around the end of May/beginning of June and will retail at the budget price of £14.99. All the usual options, features and, er ... things will be available, along with the option to fornicate with members of the royal family even though you've got an absolutely stunning wife. Probably.

As first reported in these very pages a few months back, Alternative Software also have a number of shoot 'em ups in development. The first sign of these little beauties will come around the end of April, when a double pack is being released at a budget price point. This will include two games; **Traitor** and **Rage**. Both promise high-speed thrills and spills in the standard shoot 'em up mould, and Alternative's main man, Roger (which, incidentally, is my gerbil's name – no relation) Hulley is keen to point out that these aren't by any means sub-standard budget twosh, but two excellent romps that they simply thought would work better together as a budget package.

The third of the Alternative shoot 'em ups is, however, a stand-alone product. Due in June (juice-jangle-jong) **Death Angel** is described by Roger, as being a 90s version of the popular classic **River Raid** (substitute the word 'old' for 'classic' if you're under 16 years old). However, where the original **Activision** product had rubbishy-looking craft floundering up rivers, this promises sexy graphics and gameplay ahoy, along with the **Raiden/ Banshee**-like option to have two players controlling two craft on-screen at the same time, nay simultaneously.

And finally, as if that wasn't enough for one news report, Alternative also have plans to convert their popular PC game, **Pro Rugby**, over to yon humble Amiga. This more arcadey simulation game (ie it's NOT management-only) features club teams from Australia, England, New Zealand and France, together with all the top national sides.

Extra touches seen on the PC version included increasingly ragged pitches, different stadia, crunching tackles, big match atmosphere, and even in-game commentary provided by BSkyB's Mick "Stevo" Stevenson and Eddie Hemmings.

Exactly how many of these features will survive and how well they will translate to the Amiga is still under investigation, but Alternative are currently suggesting an Autumn release date. Roger is a major fan of Rugby League and is equally enthusiastic about this project and has wanted to develop a game like this for quite some while.

"With the advent of the Super League and the game's much higher profile, I thought it must be the ideal time for my own company to come up with one," said Alternative's Roger Hulley.

More good news comes from Guildhall Leisure, where the ex-**Krisalis** product, **Legends**, is nearing completion. Since being picked up by the Guildhallers, the Zelda-esque beauty has been tidied up somewhat and looks to be with us on A1200 and CD32 from March the 28th. Unfortunately (and no, I'm not being the Grim Reaper) there doesn't look like there'll be an A500/600 version at any point in the near future. The price point for Legends is set at £29.99

April 18th is another date to set in your books, as it should see the release of **Extreme Racing** on the CD32, again priced at £29.99. We can also look forward to a data disk for the racing extravaganza at a later date.

And finally (to close on this happy, happy day) the merry month of May will not only see a **Gloom** data disk for the A1200, but **Gloom 2** for the CD32 (on May the 16th to be ambitiously exact).

So there you are! Hardly any bad news at all and, if anything, an excellent indication that the Amiga games scene is far from dead.

Have a good HMV chart. Be seeing you. Until next month my little CU chums ... ■

Matt Broughton

HMV GAMES
Amiga Top 10

No	TITLE	PUBLISHER
1	Sensi World of Soccer 95/96	Virgin
2	Worms	Ocean
3	Premier Manager 3: Deluxe	Gremlin
4	Tracksuit Manager 2	Alternative
5	Ultimate Soccer Manager	Sierra
6	Tactical Manager	Ocean
7	Player Manager 2	Virgin
8	Sensible Golf	Virgin
9	Pinball Prelude	Effigy
10	Fantasy Manager 95/96	Hit Squad

We must be Nuts!

FREE INTERNET ACCESS FOR A MONTH WITH BOTH SQUIRREL INTERNET PACKS

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Squirrel Surf Packs from £199



Surf Squirrel makes connecting a modem, CD-ROM, hard disk or Jaz drive.

HiSoft have two amazing offers that will allow you to surf the internet for a whole month free. The £199 Starter Surf Pack is the ideal system for the beginner taking their first steps on the information super highway. The £299 Super Surf Pack is designed for the user who wants to cruise the information highway in style. If within your free month you do not wish to continue your internet experience, you are free to return* the pack to HiSoft for a refund. Should you wish to continue access after your free access period, we can offer you further access from just **£10 per month**.

So why not start surfing with one of HiSoft Systems's Surf Packs? Designed for both the beginner and expert alike, the Squirrel Surf Packs include all the software, hardware, and documentation to get you quickly, and easily, onto the information super highway.

Ordering a Surf Pack couldn't be easier, simply phone our freephone order hotline on **0500 223660** and quote SS14 to order a Starter Surf Pack or SS28 to order a Super Surf Pack.

Both Surf Packs require an A1200 with a hard disk and a minimum of 4Mb of memory, should you require either extra memory or a hard disk, then check out the amazing offers at the bottom of this page.

Internet access includes:

- Full internet access with email, ftp, telnet, WAIS, gopher and world wide web.
- 100% UK coverage for local call internet dial-up. Contact us for an access number local to you.
- Usenet news feed - participate in the thousands of usenet news groups.
- 500Kb of Web space- create and maintain your own World Wide Web page.
- Other services available including ISDN, additional web space, mail filing, message forwarding (alert pager/mobile when message arrives) and message forwarding (send email to pager/mobile).

Starter Surf Packs contains:

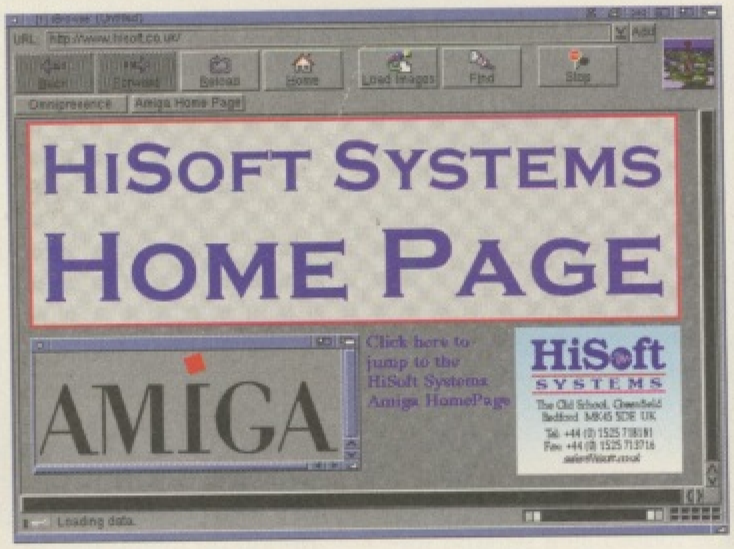
- 14.4k modem which supports all the major standards up to V32bis.

Super Surf Packs contains:

- 28.8k modem which supports all the major standards up to V34.

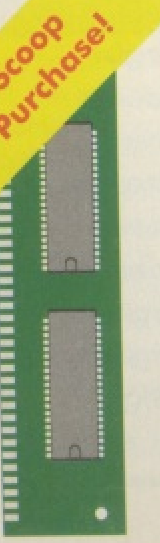
Both Surf Packs Comprise:

- The excellent Surf Squirrel with its SCSI and high speed serial interface.
- TCP/IP Internet access software.
- Additional utilities for email, ftp, IRC, telnet, gopher and the amazing IBrowse world wide web browser.
- 1 month free internet access (UK).
- Full 12 month guarantee
- 30 days free technical support.



Surf the net with IBrowse, the excellent web browsers included in both Squirrel Surf Packs

* Pack must be returned with all packaging and in full working condition. You may be liable for damaged or incomplete returns.



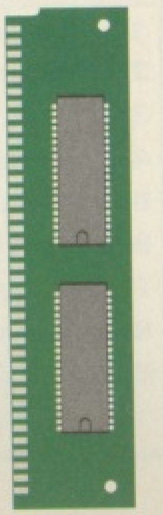
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HiSoft can now offer Amiga owners excellent prices for RAM upgrades.

72pin 60ns SIMMS - suitable for all A1200/A4000 RAM & accelerator boards, except GVP.

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Toshiba 4.4 Speed	£179

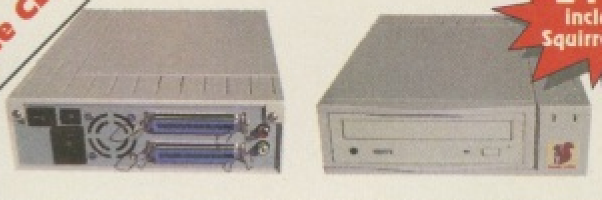
Removable Drives

Iomega Zip Drive	£199
Iomega Jaz Drive	£599

Other capacities are available, phone for details.



SuperDouble CD Pack



Includes 2 free CDs

£189 includes Squirrel SCSI

The superb SuperDouble CD-ROM is back! Using an excellent 2.4 speed drive from Sony, this CD-ROM provides outstanding performance at an amazing price. With a 360Kb/s data transfer rate and a 230ms access time, the SuperDouble CD-ROM provides all the speed for the power user.

The SuperDouble is fully compatible with the new Squirrel MPEG card, supporting the industry standard VideoCD (White Book) format.

The SuperDouble CD-ROM pack includes the award-winning AGA Experience CD-ROM - rated 93% in issue 79 of Amiga Format. This CD-ROM is crammed full of pictures, utilities, demos, animations and tools for AGA Amigas. The SuperDouble pack also includes the latest Aminet CD-ROM. This disk is brimming with the latest PD, shareware, utilities, demos and picture files from the Aminet archives on the internet.

A *full* classic Squirrel is also included in the pack. This allows easy connection of any SCSI peripheral to the A1200. The package has all the necessary drivers and software for easy connection of hard drives, CD-ROMs and removable disk drives, such as the Zip™ Drive, to your Amiga.

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Jaz is a revolutionary 1Gb removable hard disk system for any Amiga with SCSI. Like a Zip drive on steroids, Jaz provides astonishing performance. Offering data transfer rates of up to 6MB/s and access times of under 12ms.

For full information on this amazing SCSI peripheral contact HiSoft Systems.

£599 plus P&P

Squirrel MPEG



The SCSI MPEG Player for your Amiga, Atari, Macintosh & IBM-PC Compatible

Bring the cinema into your home and onto your computer with Squirrel MPEG™. Playing the popular VideoCD and CDI CD-ROMs as well as raw MPEG streams, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

Squirrel MPEG is a SCSI peripheral that can be used in conjunction with any SCSI controller, such as the Classic Squirrel™ or Surf Squirrel™, and any VideoCD compatible CD-ROM. Squirrel MPEG can also be used as a stand-alone unit, with a SCSI CD-ROM, as an addition to your TV, Video and Hi-Fi setup.

Available from March 1996, Squirrel MPEG is the latest in an established line of ground-breaking products, for you and your Amiga, from HiSoft Systems.

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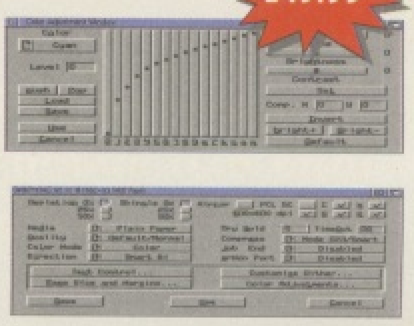
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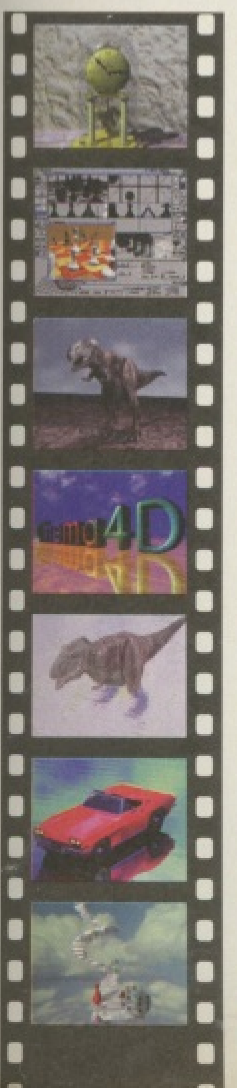
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The Amiga Needs You!



Name the new Amiga and win one of two new A1200 packs!

The new Amiga is currently codenamed Project Walker. This is not, however, the name the project is envisaged to end up with when it is launched this summer. You've already seen the impressive specification of the machine on previous pages, but let's give you a summary here to whet your appetite even further.

- 40MHz 68030 CPU
- Double expansion board slot
- IO chip with fast serial
- HD disk drive
- Quad Speed CD-ROM
- 5-6Mb RAM
- Standard Hard Drive
- Future upgradability to PowerPC

All this and a completely wacky new look!

Amiga Technologies' biggest dilemma at the moment is trying to figure out what the final name of this next generation Amiga will be. And this is where they've asked CU Amiga Magazine's intellectually overendowed readers to help out. Take a look at the computer. Take a look at the specification and then get thinking: they want YOU to give it a name.

WIN!

The top entry drawn will receive an Amiga Surfer Pack and the one judged next best will receive an Amiga Magic Pack. These superb upgrade packages are being supplied courtesy of Amiga Technologies UK.

RESTRICTIONS

Amiga Technologies is only placing one restriction on your creativity: no numerics in your chosen name. Yep, no A1300's allowed. No A10,000's or A1's either. Not even a Super 3500. Nothing with numerics in it at all will succeed in getting past the vast litter bin that is the floor of our office.

We at CU Amiga Magazine will place one more restriction on the deal. No obviously stupid names. Although we will no doubt have a good giggle at them we won't insult Amiga Technologies by sending them on to be judged. So before you get smart, remember that we've already called it everything from the Sandwich Shop Toaster to the 50's Radio Set, the Hoover and the Space Invader. And none of these will pass muster.

So you can't name it after a number and you can't name it anything obviously silly. So what ARE you going to name it? Difficult eh? Sit down and think about it. And never again say that Amiga Technologies doesn't let you make decisions about the Amiga's future: your name could be the key to its success!

HOW TO ENTER

All you have to do to enter is write your chosen name on the back of a postcard or a sealed envelope, with a brief explanation (30 words or less) of why you think it is so good. Post all entries to the following address: The New Amiga Is ... CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for receipt of entries is 17th May 1996. All qualifying entries will be forwarded to Amiga Technologies for judging. Good luck and good naming.





Rules

1. The decision of Amiga Technologies will be final and no further correspondence will be entered into
2. Only one name and explanation will be judged on each individual entry
3. The prizes are supplied by Amiga Technologies and no cash alternative is being offered
4. Any names submitted for judging will deemed to be copyright free. Any name sent in as part of this competition may be used freely by Amiga Technologies in product names, descriptions and promotions.

Any of the names chosen for prizes may not necessarily be used by Amiga Technologies. The competition is based on the best two entries in the opinion of the judges and prizes will be awarded accordingly, whether their entries are used by Amiga Technologies or not. If more than one person sends in the winning name, the winner of a prize will be drawn from the total amount of entries which carried that name.



Amiga Quest!

Reading interviews with software publishers and letters in Backchat you would be forgiven for thinking that there wasn't an Amiga or an Amiga game on sale in a single shop in the country. It's been doom and gloom for the last year or so, but games are still being published, new Amigas are arriving and this magazine sells by the truckload: how can this be (apart from the obvious fact that we're fab)? We set out to discover the real level of retail stocking on the high streets of Britain.

As CU Amiga Magazine is based in Farringdon, on the fringes of London's west end, the most obvious place to start off was Oxford Street. Oxford Street has two of the biggest game retailers in London, both occupying massive amounts of space: HMV and Virgin. These are big companies, they like to keep up with the times, stay in touch with fashion so obviously (rightly or wrongly) the Amiga would be low on their list of priorities. Not so.

Just where can you find Amiga software and hardware? By all accounts it's becoming increasingly difficult, so we sent a team out to find out if the allegations are true. Lisa Collins, Alan Bunker and Martin Davies investigate ...







Far Left: HMV, Manchester.
Centre: Multimedia Discount Shops, Wood Green.
Left: Electronic Boutique, Luton.

Continued overleaf ▶▶▶

HMV's Amiga (and CD32) game shelves take up two aisles of a single, large floor in the shop. HMV not only supplies our charts each month, it also supplies charts for other publications, some of which are interested not just in Amiga but in all other formats too.

> **'It's fine, if I can't find a game I want here I just get it mail order.'**
> **James Harker, Amiga user, London.**

Chart successes

According to the HMV chart in the March 11th issue of Computer Retail News, an industry newspaper, the Amiga had entries at number 2, 5 and 18 of the all-format charts. The all-format charts detail sales of every other computer game format ... PCs consoles and sometimes (but very rarely) Macintosh. At number one was a PC CD-ROM product, followed by Amiga Sensible World Of Soccer 95/96, while in third place was a Megadrive game. The first of the 'New' formats, Playstation, only mustered in at number 9: four slots behind Amiga Worms. It's no wonder HMV still give a lot of prime shelf space to the Amiga.

And what of Virgin? VIE (Virgin Interactive Entertainment), as the games producing side of the empire is called has not produced and Amiga title for ages now: has this attitude filtered down to what is stocked in the stores themselves? Again no.

Although the Amiga section in Virgin Games on Tottenham Court Road is in a bit of a backwater, unlike HMV's it still takes up about six metres of shelf space and was more than adequately stocked with new and old, full price and budget stock. Virgin too is enthusiastic about Amiga sales though software is only available in the bigger stores.

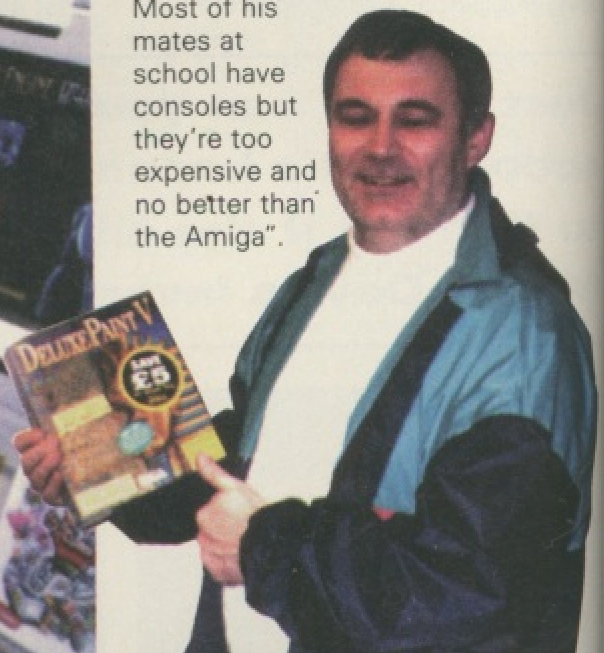
The man in the street

Just to get an idea of what people on the ground think of availability in shops like these we collared James Harker in the Virgin megastore. James, 26, from Cirencester actually lives and works in London now and although he uses a PC at work still uses an Amiga at home. We asked him what he thought about availability: "It's fine, if I can't find a game I want here I just get it mail order. There are still plenty of advertisements for games". Some people think that mail order is unreliable though? "I've never had any problems". How often does he buy games? "Oh, only about five or six a year, ones the Amiga is good at like Sensible Soccer, I play other games on my PC at work".

Aiden McGill, who would rather not say his age, from Slough in Berkshire was in HMV on a shopping trip with his son Michael, 9, while his wife headed elsewhere "to spend lots of money". According to him you can only get games in bigger shops now: "This is great, but there's still not much variety, not as much as there used to be."

Does he visit London for all of his games? "There's nowhere decent stocking games out my way so I always come in here whenever I come up to London – except on match days when I've got better things to do with my time! I'm not really very interested in games anymore, but my son here is mad about them. Some of them, like Worms, are good to play together and I like him to play games that make him think. Most of his mates at school have consoles but they're too expensive and no better than the Amiga".





■ The Wood Green Multimedia Discount Shop had quite an impressive display of Amiga games.

■ Inset: At Luton's Silica, Paul Allen picks his favourite utility package from the productivity shelf.



Escom Shop, Upper Street, Islington, London.

Elsewhere?

Next stop was was north London, islington and Wood Green where we checked out WH Smiths for software availability and dived into the infamous Escom stores, to see if they really were as poor at stocking the Amiga as they've been made out to be.

The first port of call was Escom's store in Upper Street, Islington. There wasn't an Amiga on display and the assistant there who didn't want to give his name was not exactly optimistic. "We had a whole bunch in through Christmas but there's been no serious attempt to actually sell them as opposed to PCs. Our shop's difficult anyway because we don't really have space. There have been a few enquiries but not very many. I think effectively it's dead," he said. Oh dear. When pressed further as to why there hadn't been a serious attempt to sell them he went on to say: "We haven't really been sent any information about them. I do know a bit about the Amiga. They need to develop new models and price them competitively. It's useless without a hard drive, it's all right just to boot a game off but to do anything serious you're just continually swopping disks. You're better off with an old 486 with hard drive for any practical purpose."

So with weary hearts we trudged onto Wood Green's Escom shop and lo and behold our hearts were lifted. In a complete about turn Islington Escom's bigger brother had the Amiga Magic pack on display and even had one Amiga set up and running (which, according to Alan they didn't have a few months ago). Graham, the Technical Manger there was pleasant and friendly and said that, although sales were not exceptional, they were still going to continue the display for the foreseeable future.

A quick call in to Tandys in Wood Green also produced promising results. Although they only sell A1200s (the A4000T is still not available in the UK), Tandys' Ms Williams said that, although currently quiet, they [the Amiga A1200] sold well over Christmas.

Dixons in Wood Green don't sell Amigas, though the staff there were pleasant and pointed us in the direction of the Escom shop and advised us to "read the Amiga magazines for more information". We told them to tell people to "read CU Amiga Magazine" if they want to find out more. Tee hee! Free advertising.

> **'There's been no serious attempt to actually sell them as opposed to PCs.'**
> **Anonymous salesperson, Escom, Islington.**

So far though, there was no sign of any Amiga software. However, WH Smiths in Wood Green shopping centre put this right. There was quite a lot of Amiga games on display, albeit at reduced prices. Also, Mark Johnson, the new manger there, once an Amiga owner, is planning a shake up, hopefully involving more Amiga games and is "going to find out from head office what is happening with the Amiga particularly."

Also in Wood Green shopping centre, there was a very prominent display of Amiga games in the Multimedia Discount Shop. Though the sales assistant there did say that they were planning to move some of them to make room for PC CD-ROMs.

Out of town First stop: Luton

We sent Alan Bunker, wrapped up in a trenchcoat, with a flask of hot





Left: Steve the Student at GAME always buys stuff from here. In fact, the whole of Manchester seems to.

Far left: Amiga customer Paul Allen (left) and sales assistant Jason Richards (right) at Luton's Silica store say they love the Amiga.



■ Phil Creegan, Assistant Manager of GAME, Manchester has plenty of opinions on the Amiga scene.

chocolate up north to find out what the situation outside London is like. Seeing that Lorraine Chase almost managed to make Luton sound interesting, he decided his first stop should be this large-ish town. Luton is a commuter town for London, it has an airport and was even featured on Sky One recently in a police programme – did you know their are 9,000 car crimes committed every year in Luton? Fascinating. It is also home to a sizeable indoor shopping centre and this is where our investigation into the availability of Amiga software began.

In demand

First to appear was Electronics Boutique, the chain who were once called Future Zone. Being quite a small shop, we were surprised to see approximately 15-20% of their shelf

> **We do well with Amiga. Currently, Breathless is the best selling game.**
> Jason Richards, Sales Assistant, Silica, Luton.

space given over to Amiga games which was about the same area given to Playstation and Saturn software. Unfortunately, the three shoppers there were perusing the latest in PC CD-ROM software which left me talking to the store's Assistant Manager.



■ "Where's our Champ Manager 2?" cry the staff at Luton's Electronics Boutique. They already have 50 advance orders!

"Around 15 percent of our sales are Amiga-based. As well as software, we sell joypads and joysticks. At the moment, we have a lot of people waiting for Championship Manager 2."

And what's been the biggest seller recently? "Recently, Worms was big for us. We were constantly out of stock of that game. Since I've been here, Worms has definitely been the biggest seller."

Well, there wasn't much else happening here so next on the agenda was Silica, on the top floor of Debenhams. And it was with some amazement that I saw Amiga related stuff aplenty with large sections set aside for 'productivity' and 'games' software! It was all positioned in full view – in the middle of the floor – with a demo machine set-up and ready to roll. Now this kind of support is more like it!

A bit Breathless

Jason Richards, a Silica sales assistant, enthused: "We do well with Amiga. Currently, Breathless is the biggest selling game." Having interrupted Jason from chatting to a paying Amiga customer, we nailed the browser down and demanded he tell all: "I have an Amiga 500 modified with 1Mb of Chip RAM and an additional 8Mb of memory built in to it. I have a hard disk, CD-ROM, MIDI interfaces and I have it directly linked into a PC. I use my Amiga for editing and sampling music which is mainly for business. There's a group of us who use Amigas. We all find it very good for us, particularly because it's got hardware scrolling built in and the music capabilities are excellent – the PC's only just catching up. I come to Silica because I like the service," he continued. "I've been dealing with them since they were originally Amiga people. You get great back-up from here; it's not just buying the product but the help you get afterwards. And if they can't help, they'll put you onto someone who can."

In fact Silica's stock of productivity and games software was excellent. And, of course, machines and joysticks were available too. Whatever you use your Amiga for, these guys would be able to help out. The A1200 set-up near the counter allows potential buyers to try out both hardware and software. Then when you're ready to leave, Silica will provide you with a booklet all about the Amiga which you can take away and read at your leisure. Well done, Silica.

Other stockists of Amiga software in Luton are Beatties. The display is very small, though, and the games were well out-of-date: Defender II, Body Blows and the like. Hmm, not very impressive although the Scalextric set for £70 at the back of the shop held my attention for some time.

No luck at Dixons, unfortunately. And if you want to buy an Amiga at Tandy, you'll need a sniffer dog to rummage under the shelves. This way, you may find one tucked away in a corner gathering dust.

The mighty Escom, saviours of the Amiga that they are, have a shop in Luton. Oh yes, a shop full of PCs. DX, SX, Pentium ... yeah. But wait, a humble A1200 is set-up at the back of the shop priced at the far from humble £399. No software, no accessories. No salesman prepared to talk us through the system. Mention PCs, though, and the mood dramatically changes. Don't you just feel that the future of Amiga is in safe hands?

And on to Manchester ...

Well, enough of Luton. Let's get big, get mentally prepared for the long rail journey to Manchester. Here's another interesting fact for you: Apparently, Railtrack had a six month working profit of £515 million pounds this year. Why is it, then, that they can't whisk our reporter to Manchester and back without points on the track failing and rear diesels breaking down? Eventually Alan did arrive at Manchester. A splendid city where, to fit in, you gorra wear baggy jeans, have a goatie beard and play thumping music from an XR3i with a broken exhaust. Only kidding. How would the Amiga fare out though?

On the GAME

Market Street is the main shopping area of Manchester, where the huge Arndale Shopping Centre looms on both sides. Seeing the attractive checkout assistant in Boots, Alan found himself drawn inside. In their electrical section, he found a small array of ageing Amiga titles at extortionate prices including Hired Guns for £34.99! There were no games you could consider





■ Main picture: There were lots of Amiga Magic Packs and even a working Amiga on display in the Escom Wood Green shop (Inset).

'new'. Boots sales assistant, Brian Smith, explained: "We don't stock a lot of anything anymore. You're better off going to GAME." He was even kind enough to give me directions!

On the way to GAME, our intrepid reporter stumbled upon a three-storey WH Smith's. In this huge floor space, a mere dozen or so Amiga games were discovered which were disturbingly out-of-date once again – Arabian Nights, that kind of thing. Even more bemusing was the 'pick a price and pay' scenario; y'see, many of the games had various price tags on so you had to scan the box and find the lowest price. A game could be drastically reduced by 50 percent this way! And the dippy sales assistant who looked completely shocked at the mention of 'Amiga' and 'computer software' was a hilarious sight in itself!

Amiga paradise

With faith in Manchester stores at rock bottom, Alan dragged himself in to GAME. It was a mirage, surely! Starvation from Amiga games had sent him delirious. But no, credit where it's due. GAME had an excellent display of full and budget priced Amiga games. From the latest and greatest games software to classics of yesteryear, all your Amiga software and accessory needs could be found here. Not only this but GAME were offering a fantastic deal: three games for the special price of £29.99.

Offering his personal opinion on the Amiga scene, Assistant Manager Phil Creegan mused: "The reason the Amiga is having the door shut on it is because it's been taken over by Escom. I think they'll probably try to support the Power Amiga when it comes out rather than anything else. They don't seem to have supported the existing Amiga at all, whether it be hardware or software. It's also a shame that software publishers don't support the games side – there's a hell of an installed user base. You have to resort to bulletin boards to find a lot of software. And some stores only make a token effort at stocking Amiga games instead of fully supporting the scene".

"I used to work at Virgin with their Software Buyer and, when I left, the Amiga was still fairly strong with the likes of SWOS and Cannon Fodder 2 being released. There was a lot of support and people were still producing titles. But now look at Domark, for example, who have put back Championship Manager 2 so many times now – basically, it's because they're trying to hedge their bets. They're trying to see whether there's still interest in it. But believe me, Amiga stuff still sells very well.

"The problem is that nothing really stands out at the moment. New in is Breathless. And then you've got Speris Legacy. Some of these titles are good but, I don't know, others give you the feeling that someone got Blitz Basic for Christmas or something and decided 'Oh, I'll try my first game' but they're not great ... you know what I mean?"

The in crowd

Giving Alan time for a quick nod, Phil continued on in miraculous page filling fashion: "They're trying to do things with the A1200 that, really, it's not designed to do. They're trying to do these 3D Doom-like games which I don't think is the Amiga's strong point – you need Fast RAM and accelerator boards to get into that sort of thing. But how many people have these? And you have to fork out a lot of money if you want them.

"You want to concentrate on what the Amiga does best, what it still does better than the Playstation and Saturn – the Playstation's 2D engine is rubbish. You should be developing innovative, two player games. Worms was a very simple idea but was done very well. It's the gameplay and playability that matters, not fancy graphics.

"The Amiga's been out for a very long time and has very good programmers – they've all got brilliant ideas. Maybe the way forward is to get a small group of them together and pull their ideas together. The Amiga should be alive and well."

With this in mind, Phil assured us that GAME would continue to support the Amiga for as long as there was the software. From what I could tell from the display and from the few Amiga consumers I bumped into around the stores in Manchester, GAME is the place to go.

> **'Some stores only make a token effort at stocking Amiga games ...'**
> **Phil Creegan, assistant manager, GAME, Manchester.**

Nineteen year old Steve, a local student lurking around GAME, said: "I usually buy my games from HMV or GAME. They have the best range of software. I mainly use my Amiga for games. The last game I bought was Worms which I was very pleased with. It's incredible – so playable, it's unbelievable. But I do think the emphasis has shifted for the Amiga from games to utilities. You can tell this from what the magazines are now offering on their cover disks."

Andrew Pepper, 20, whom we talked to at Manchester's HMV, seemed to sum up a lot of the games-playing public's feeling: "I think the market's still quite good. I like the new games such as Worms, etc, and I also use my Amiga for word processing. But the games on the new systems, like the Playstation and the Saturn, are overtaking the Amiga."

And so ...

It's good to see the Amiga still has a good presence among the specialists. On a sadder note though, we realised while writing this article that the smaller independent stores, who were more in touch with the public, seem to have disappeared altogether. But the truth is that software and Amigas are still available, you might have to look harder for it, but it's still well worth the effort. ■

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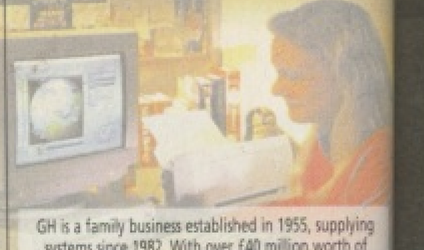
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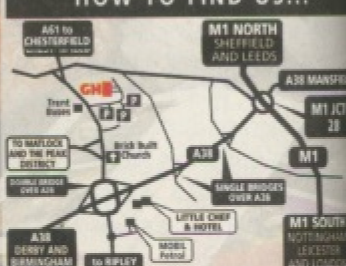
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As reported in this month's news the Amiga Q-Drive's UK arrival has been delayed but is scheduled to land on these shores during April. To celebrate this, Amiga Technologies are offering one as an exclusive CU Amiga Magazine competition prize.

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To be in with a chance of winning this superb CD-ROM drive all you've got to do is answer the following questions and send your replies in on the back of a postcard or sealed envelope:

Rules:
1. Amiga Technologies' decision on who wins the prize is final and no further correspondence will be entered into.
2. Entries must be received on the back of a sealed envelope or postcard. Entries inside envelopes will be automatically disqualified.
3. All correct entries will be placed in a box and the eventual winner will be drawn from this box by a representative of Amiga Technologies.
4. All entries must be sent to CU Amiga Magazine at the address below.
5. All entries must be received by 31 may 1996.

1. In which German city is Amiga Technologies GmbH based?
2. What is the name of the new Amiga internet hardware and software pack?
3. What is the average capacity of a CD-ROM disc?

Send your answers to: Q-Drive me crazy! CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

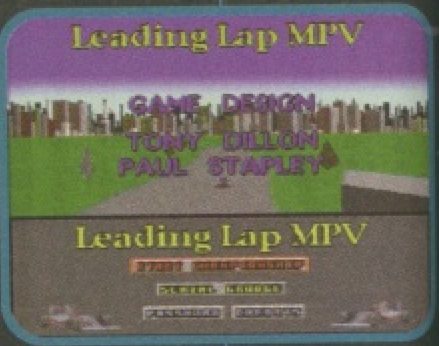
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OK, so you've seen what the hottest polygon racing game on Amiga has to offer (CU Amiga Magazine April's cover disk). The five track version of Leading Lap you've just lost sleep playing is only a part of what the entire game has to offer. Upgrade now to the complete version of Leading Lap MPV and you can get your hands on:

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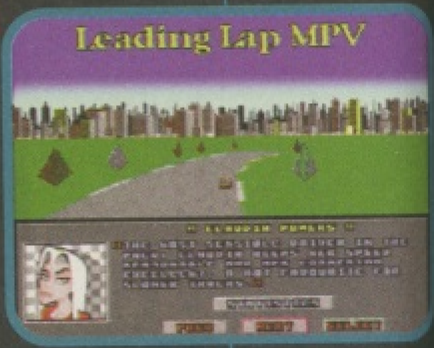




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CU AMIGA MAGAZINE

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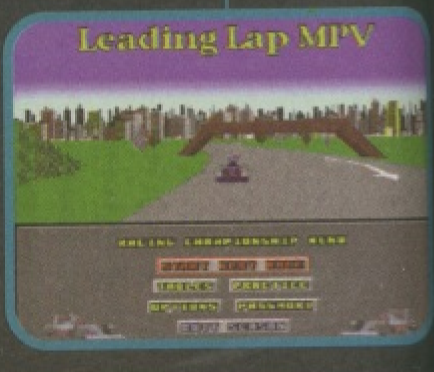
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ScreenScene



Data disks seem to be the common theme in this month's games section. A cynic might suggest that perhaps games companies would be better off employing their talents developing new games rather than churning out more of the same for existing ones. In some respects this might be true. However, in the case of the disks reviewed here they are welcome additions. Particularly the Xtreme Data disk. Guildhall have had the foresight to provide an editor as well as more tracks on this disk. This inclusion of an editor should ensure a much longer life for this superb racing game because once you've tired of racing around the provided tracks you can make your own. Hours of fun.

Pinball fans will be happy. 21st Century have served up a corker with Slamtilt Pinball. Who'd have thought they could manage to do it again and without the help of Digital Illusions? But they have and Slamtilt Pinball is one excellent game.

As ever there's something new for football management fans. Tracksuit Manager 2 has arrived but whether it matches up to the standards set by the best in its league is another matter entirely.

Things are looking up for Amiga games market. I kid you not. Despite the lack of abundance of new names in games section here, I can promise you that good things are on the way. Time Warner Interactive have released their new schedule and both Guildhall and Alternative Software are promising games by the bucketload. Also, a playable preview of long awaited Championship Manager 2 arrived just after deadline, so we should have a review or at the very least a preview of that next month.

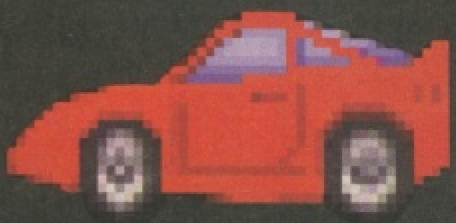
Lisa Collins, deputy editor.



Super Tennis Champs p51

Tracksuit Manager 2 p46





Tips & Guides





AMIGA SUPERSTAR

Slamtilt

■ **Price: £29.99**
■ **Publisher: 21st Century © 01235 851 852**

Addiction is one of those nasty side effects of playing computer games. Slamtilt should be medically investigated for its effect on people ...

This game caused some confusion in the office for the first week or two of the schedule: someone had mistakenly put it down on the monthly plan as Spamtilt. Images of a potted meat hero running around vintage World War 2 platforms abounded while I was away in foreign climates on holidays wasting (according to my better half) Francs on a ten year old Indiana Jones pinball table. Things were cleared up fast on my return, but most of the mag were mystified. It's a Pinball game. So what? It's by Liquid Design. Who they?

Without going into the usual drivel about 21st Century and Pinball games let me first explain that Slamtilt is absolutely marvellous. If you were disappointed by Pinball Mania please read on because this is one game that will warm your tapping fingers, if not wear them to the bone. I also broke the right Amiga key on my keyboard playing it (the second time I've done this with a game) but 21st Century would not accept responsibility: after all I didn't NEED to hit it like a possessed elephant trying to record a jungle beat.

Choices

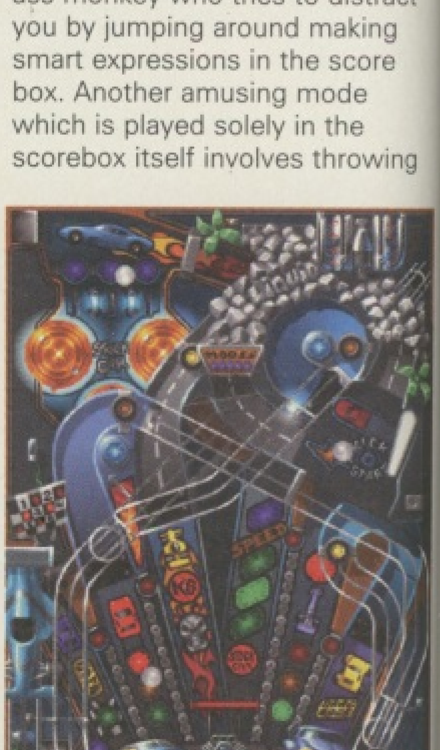
The game consists of four tables, each occupying a single disk. Like its spiritual father, Pinball Illusions, it has a multiball function utilising a high-res table that automatically and smoothly flicks on-screen when extra balls are activated. But there is less flicker and more clarity in the high-res versions of these tables than Illusions.

The tables are based around four themes. Mean Machines is all about car racing, with Rally, Off-Road, Formula 1 and other modes to get into and big bonuses to be won either by getting combos, hitting lit-up areas or timing shots on the graphic display at the top of the machine. Pirates is a sea faring table, with lots of shooting, treasure hunting and sailing to be done. Ace of Space is a futuristic table, which doesn't actually look all that futuristic, unlike say, Future mode from Pinball Prelude, but it's exciting enough with probably the largest amount of bonus games of any of the tables. The final table, nestling away on disk five, is Night of Demons. This is supposed to be scary, but the only scary thing on it was how low my score was. It's packed with horrible squidgy modes like Bat Butcher, Exterminate Vampires and Grave Digger.



My favourite ...

My favourite table is the Pirate one, mainly because I'm a sucker for old sea shanties, but also because there is a lot to do on it, and the right top flipper is ideally placed so that it is a lot more use than the third flipper on any of the other tables. Examples of the types of mode in this table include Monkey Business, which involves shooting lamps to get parts of a map back from a smart-ass monkey who tries to distract you by jumping around making smart expressions in the score box. Another amusing mode which is played solely in the scorebox itself involves throwing





knives at enemy ships while trying to avoid their cannon balls. It's arcade-style interludes like this that make Slamtilt really special.

AGA only

This is an AGA only game, and a gorgeous one at that. Liquid Design, the Swedish programming team responsible for this masterpiece developed Slamtilt for Amiga first and although other format versions are on the way it really shows off the A1200's capabilities – much more so than Mania, which was developed backwards and pretty much stayed backward. Add to this graphic wizardry some superb music and sound effects, with original tracks for each table, and all the music volume/FX volume adjustability that made Prelude so pleasurable to listen to and you're onto a winner.

The ultimate?

Up until now my favourite Amiga pinball game has been Illusions. It took all that was right in Dreams and Fantasies and gave it AGA polish, a beautiful hi-res multiball mode and cracking sound effects. Now Slamtilt has taken over like a new young pup in my affections. This is not just because Illusions is a year and a half old, it's because Slamtilt is just that little bit better in all areas: music, graphics, gameplay. Plus, there's the bonus of four tables – Illusions only had three for the same price, and was still superb value. OK, I'm not as impressed with the Spaceport table as I am with the Pirates or the Mean Machines one: but this is largely a matter of personal preference, and none of them will really disappoint anyone. Although one advantage of Mania was that it can be hard disk installed

The word ultimate is overused and easily misunderstood. I could say this is the ultimate pinball game because it's just so damn entertaining and most of you would get my meaning. But my English teacher would remind me that ultimate not only means biggest, best ever, wonderful – it also means last ever. And I would hate this to be the last pinball game from 21st Century or Liquid Design. They're just so good at it. ■

Alan Dykes





SLAMTILT

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

- operating system 3.0
- number of disks 1
- RAM..............................2Mb
- hard disk installable ......no

graphics	92%
sound	90%
lastability	92%
playability	89%

OVERALL
A superb pinball incarnation! **91%**

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Tracksuit Manager 2

■ Price: £25.99 ■ Publisher: Alternative Software © 0977 797777

The long awaited sequel to Tracksuit Manager is here. An own goal or a hat trick? Let's see ...

OK ladies and gentlemen, I'm going to approach this in a logical way by taking you with me on a real-time experience. Pack your bags, we're off to review Tracksuit Manager 2.

The original Tracksuit Manager game appeared way back in 1989, boasting a revolutionary 'match experience' where authentic commentary was used to represent the action rather than traditional text readouts, and though systems such as this have been revolutionised in recent years by games such as the Premier Manager series and On The Ball, Alternative Software are back, confidently touting the same system with a few new juicy tweaks and twiddles. Anyway, back to our chronological journey... first on the agenda is picking up the box itself.

Don't quote me

As you may be aware, it's traditional that game boxes are covered with quotes and claims generally attributed to one of the various magazines that will have reviewed the game prior to its release (ie "Best thing we've ever seen!" CU Amiga Magazine).

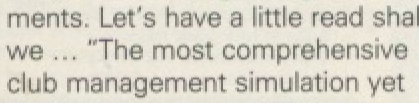
However, considering this is the first time I've seen the game and it's already packaged, that little idea would seem to have flown out the window. But wait, what's this? The box is still covered in gushing comments. Let's have a little read shall we ... "The most comprehensive club management simulation yet devised" states one. "This will delight football fans everywhere" and "Tracksuit Manager will put you into the heart of the action" are further acclaims, while the bold legend "Football IS Tracksuit Manager 2" even goes as far as to feature red text for the "IS". Of course this would all be very impressive if it wasn't for the fact that these comments don't appear to have an owner.

This leaves one wondering if the programmers themselves or perhaps Alternative Software's managing director's mum were paid to say whatever the producers thought might sell the game. According to the box, the game "Plays like a dream fast and smooth yet fully detailed" which is fine, but according to who exactly? And finally (before I stop ranting and get on to actually loading the damn thing) let us enjoy probably the most entertaining of all the quotes, and that's "This is probably the best football management game ever!" Yes, well they would say that wouldn't they.

You see the thing is, I'm writing this in retrospect and happen to know that it isn't the best football management game ever. In fact, it's about as average as things get, without earning a complete slagging. Certainly it's more up to



▲ Your typical manager's office compete with cup o tea, phone, football, wallcharts, diary and player's lists. From here you can sit back, relax and start making some footballing decisions.



▲ Ooh a bit of politics thrown in there ladies and gentlemen. Or is it commentary?



date than most footy management games around at the moment, but then again, that's because it's the most recent game available.

Yeah yeah yeah. So Asprilla, Juninho and Bergkamp are all in their correct teams, but let's be honest, I'd rather play a decent game that's out of date than the opposite.

It's all there

Still, let's not be negative alone, as the game does have redeeming features – it's just that things don't start too well. Apart from taking a fair while to load, you're then faced with a lengthy set-up period that, while reckoned at about eight minutes in the instructions, is actually more like twelve. Once into the swing of things, all of the options you've come to know and love are there, so get stuck in on the transfer market, check the medical condition of your team as the season progresses, and see how far you can get in the various club challenges and cup tournaments. The presentation throughout is OK if a bit bland, and though there are a fair few photographic backgrounds, it's nowhere near as attractive as,



▲ Here's our match fixtures as we take our team soaring to the top of the league.

say, Premier Manager 3.

Setting the formations and playing styles is easy enough, and all of the tables, graphics and player statistics are easily accessed and a doddle to manipulate. The games themselves, however, are a bit pap.

Two static digitised commentators sit while speech bubbles come out of their mouths as the machine desperately tries to put together some sort of coherent coverage of the game. The only problem with this is that, after about fifteen minutes of a match you've already encountered all of the computer's vocabulary, so not only is the commentary repetitive, but it hardly gets the pulse racing.

Now I realise that I've had very little positive to say about Tracksuit Manager 2, but I'm also experienced enough to know that quite often, fans of this genre aren't so worried about aesthetics and presentation as they are the finer details. The game DOES have all of the features expected, and DOES do the job. All I can say in closing is that, apart from having a beautifully up to date team database, I've seen many other management games do a much better job. With Premier Manager Deluxe and the Euro version of Sensi threatening, I'd be hard pushed to recommend this to you. Sorry. ■

Matt Broughton

Tracksuit Manager 2

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

- workbench version.........1.3
- number of disks.............3
- RAM..............................1Mb
- hard disk installable......yes

graphics	40%
sound	25%
lastability	60%
playability	50%

OVERALL
A very average management offering. **58%**

Exile

■ **Price: £7.99** ■ **Publisher: Audiogenic © 0181 424 2244**





▲ Oww – watch that rock otherwise you might get flame grilled. How would like to done sir? Medium or well done.

On the past, computer magazines have oft' been accused of 'spoiling things' and 'giving the game away' by printing hints, cheats and solutions to games. The general argument suggests that a player with a solution book on his shelf won't spend as much time trying to work things out legitimately as he would if there wasn't the option to run screaming to the relevant page.

The counter-argument to this is that there's nothing worse than getting stuck in a game you're really enjoying – especially when you know that you're only about half way through the game. If you've just spent twenty quid, well, you've only got ten pounds-worth haven't you!

Now, having a solution is one thing, but what if the game is just too damn hard to play through? Simple – Passwords. But then again, what if there isn't a password system? Easy, just release a disk with twelve saved games; each one at a different stage of the game, thus allowing the player to start from the position nearest their own personal problem. And that's exactly what Audiogenic have done for the excellent-but-often-tricky Exile.

If you don't remember Exile from its previous release (about a year ago) it's actually a remake of an older game, but sharing the same excellent playability. It's a straight forward arcade/adventure game, with lots of flying about hunting for specific objects and lots of fighting weird aliens and baddies. It was, however, pretty tricky in places, so this saved game disk (both in A500 versions and A1200) is a welcome addition.

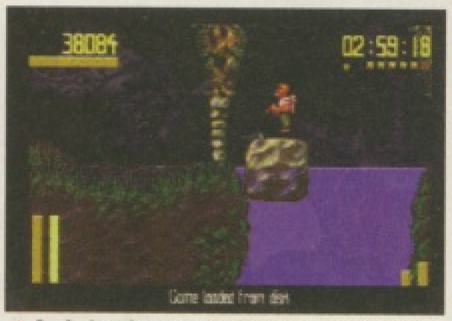
It's hard to mark this offering as it really depends on how stuck you are in the game (if you even have it) but I think it's an excellent idea and one to be encouraged at this low price. If you've got a copy of Exile and found it hard to get to grips with then this is for you. ■

Matt Broughton

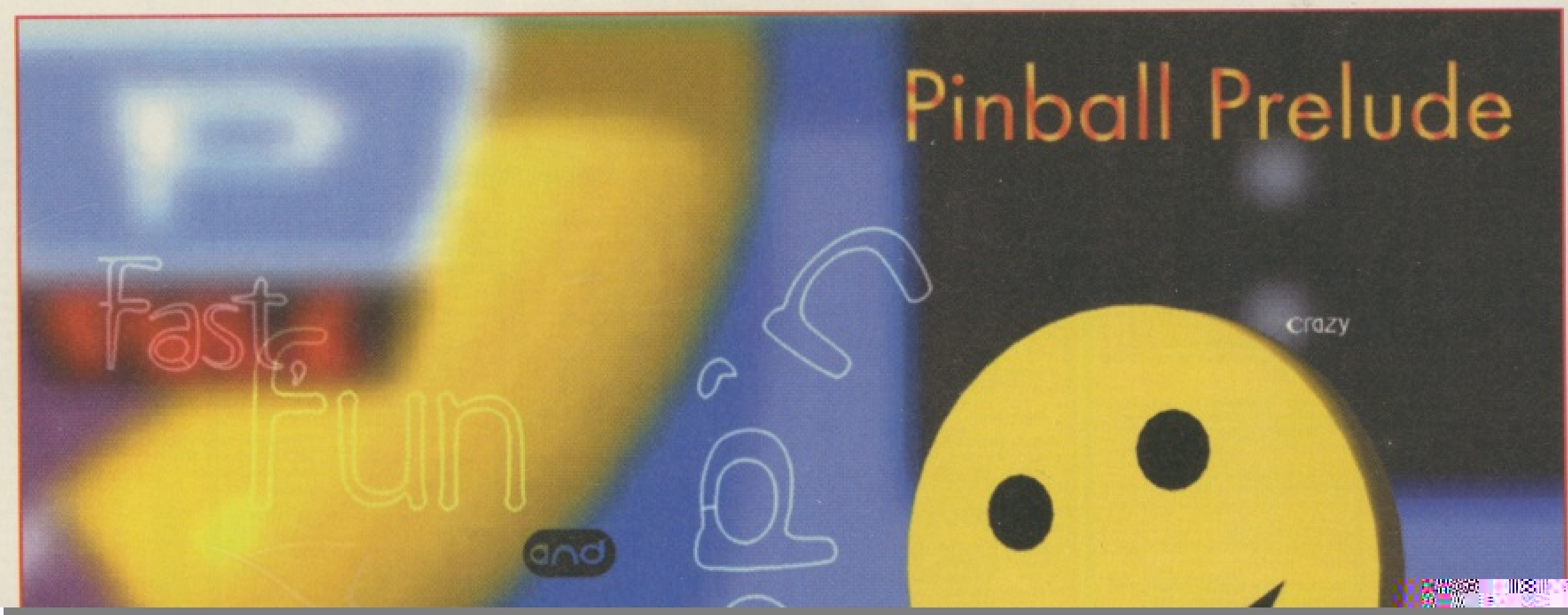
82%



▲ Look behind you, look behind you an extra from the Day of Triffids is chasing you. Aggh.



▲ Confucius or someone said: " to cross river, travel on heavy rock" and by jove he was right.


Pinball Prelude
Fast
fun
and
crazy

Super Tennis Champs Data Disks

■ Price: £7.99 ■ Publisher: Audiogenic © 0181 424 2244



I was very, very disappointed not to see this superb little tennis game topping the charts since its launch before Christmas. It has appeared a few times in the top 20 but not enough in my opinion. With a wealth of competition options, 16 players to choose from and a great fun two player mode it certainly deserves more attention. According to Audiogenic's Peter Calver "sales were somewhat disappointing, but this has more to do with the failure of the Amiga than anything else. When the A1200 didn't lift off shops were reluctant to stock games, especially at Christmas. Things are slightly better now, but people still call us asking when it's being released – and it's been in the shops for more than three months now."



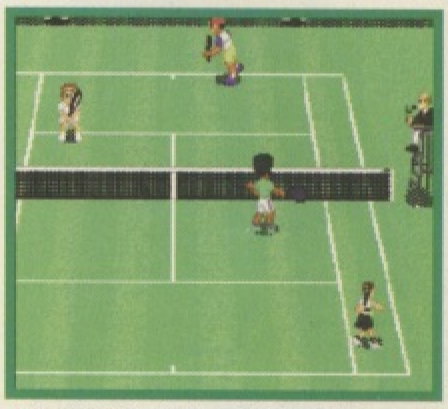
▲ Aha boys, the women are here now to take you in a bit of one on one and mixed doubles. Scared yet?

The original game is probably the easiest to like and learn tennis game the Amiga has ever had. The options included world tournaments, doubles tournaments and a very competitive two player mode. In fact, because 16 tennis players were available and a save game disk could be created you could set up a league with a room full of friends and keep competing week after week. But all sixteen players were men, and some thought this was a bit discriminatory.

So, if one of the reasons you haven't bought Super tennis Champs is rampant feminism, this data disk will affirm your rights and enable you to partake in politically correct games of tennis with other Wimmin of the world. Similarly If mixed doubles is your cup of tea then the second data disk will fulfill all your fantasies.

The lads in the original were a mixed bag of national stereotypes; the Englishman looked like Jack Charlton, the Brazilian like, well, Michael Jackson did in the 1970s (funnily enough, not like Maradonna) while the Americans looked like Americans in a flamboyant, sunglass wearing American sort of way. And so the theme continues with Penny the prim English woman, Helga the grim German and Heidi from Switzerland.

No cosmetic or general gameplay changes are made by these data disks, but the addition of new players does give more variety



▲ That's it girl go for it – mixed doubles fun.

and the mixed doubles will certainly give those with nagging other halves (watch it – Lisa) the opportunity to play on an equal footing. I still highly recommend this tennis game. ■
AD

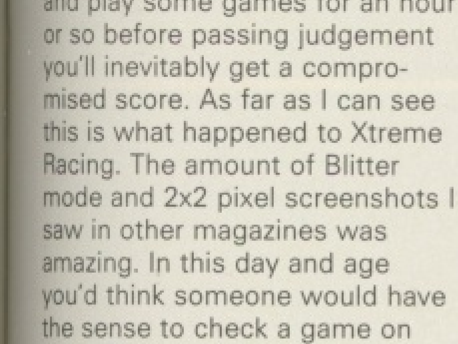


85%

Xtreme Racing – Data disks

■ Price: £14.99 ■ Publisher: Acid/Guildhall © 01302 890 000

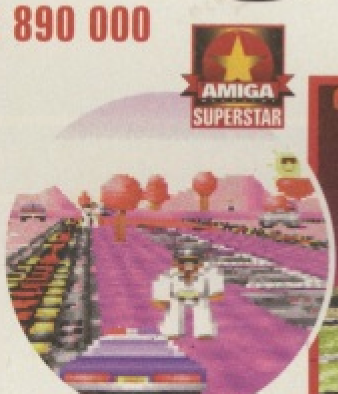
It's funny the way people review games isn't it? If you get one Amiga, stick a disk in it and play some games for an hour or so before passing judgement you'll inevitably get a compromised score. As far as I can see this is what happened to Xtreme Racing. The amount of Blitter mode and 2x2 pixel screenshots I saw in other magazines was amazing. In this day and age you'd think someone would have the sense to check a game on more than one machine, but obviously this is beyond some reviewers' capacity, either in terms of equipment or intellect.



▲ Track layout and obstacles remain essentially the same but the gorgeous hell scenery adds character.

When we reviewed it we played it for about a month, in single, two and four player mode on everything from a standard A1200 to one with a 1230 50MHz accelerator, 16Mb RAM and a hard drive, and every combination in between. And our verdict was based on this. Because of the amount of disk swops, it was ruled out as far too frustrating on standard A1200s. With a hard drive though, even without acceleration, it was recommended: with acceleration and extra RAM it was highly recommended. Finally, with a null modem cable, some of the above and a friend with a similar Amiga it is absolutely fabulous. And now a data disk pack is available.

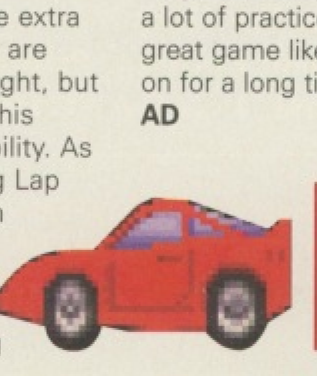
These data disks not only give you more manic tracks but also a track editor. It's relatively easy to use with practice and supplied with enough objects to populate





▲ Zooming around the Spaceport. The track editor comes with several example tracks for you to play around with.

the easiest or hardest levels your imagination can come up with. The original game gave you 10 tracks to race on so if you own it you'll no doubt have all but exhausted these already. As such the extra tracks which are included are worthwhile in their own right, but the track editor will give this game major league lastability. As can be seen from Leading Lap and the forthcoming Alien Breed 3DII, editors are becoming more popular, and for those who lack hacking, programming and art skills but are full of stunning ideas they're a godsend. With a lot of practice you can make a great game like Xtreme Racing go on for a long time.
AD



90%

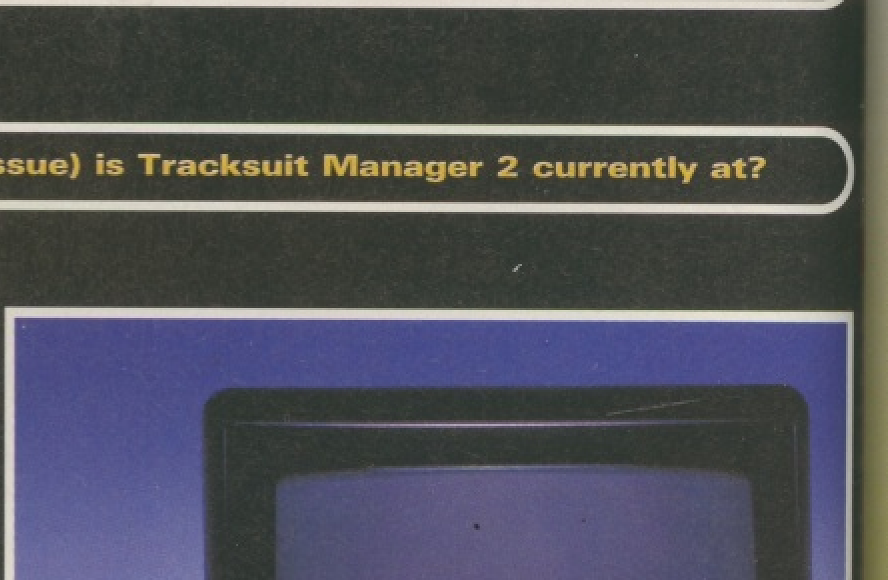
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1. No members of Alternative Software or EMAP Images may enter.
2. The closing date for entries is 31st may 1996.
3. The editor's decision is final and no correspondence will be entered into.
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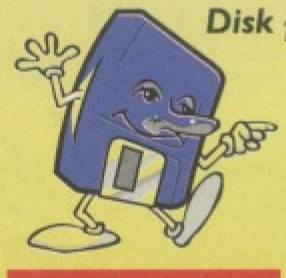
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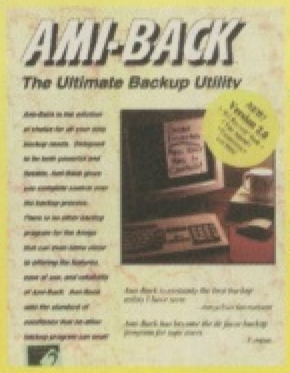
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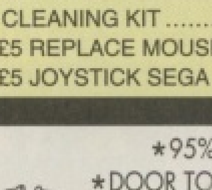
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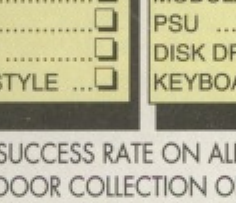
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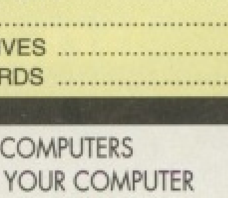
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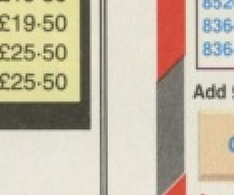
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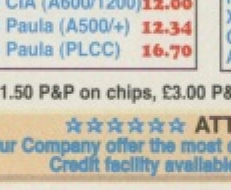
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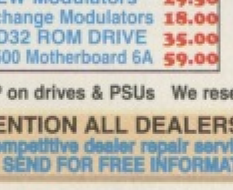














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Paul Hughs, No address supplied.

Here is the official guide to this section. I'll let you work out what you've missed. Use the knife on the book and take the key. Return to the corridor and go to the fire exit. From the lab, climb the stairs to the prison and use the key to open the cell. Pick up the pencil from the desk then hide behind the mannequins on the left. When the guard has gone, ask Azura about the door code then type the code into the panel on the left wall.

KGB

I can't get past the second chapter in this game. I've been sent to the hotel with the secret room hidden behind the mirror but once I collect the photo I'm stuck. I have no evidence when I meet my controller at 7am. I have also been killed several times by Chapman when I've fallen asleep in my room. Finally, do I need the bug, because I can't get it out of the locked warehouse office?

Mr. Smith, Manchester.

Once you have the photo, head back to the warehouse and listen to your tape. This time take the recorder and the microphone and return to your hotel. Switch the recorder to 'voice activated', remove the headphones and put them and yourself on the bed. When Chapman wakes you at 6:30, follow him to the bathroom and answer with the reply that contains the word 'talk'. At this point the recorder will start recording and allow you to send him to sleep.

Jinxter

I am stuck in the classic text-adventure game – Jinxter. I can't seem to open the safe in the Post Office no matter what combination I use on the levers.

Simon Sawdy, Herts.

You poor old dear. Don't you know that the world has moved on? It's bad enough that you are spending hours playing with a keyboard instead of spending your time and money attempting to win the love of a good woman, but to be still be playing text adventures is really too bad. I'll answer your question, but you really must promise me that in future you'll either spend your money on a nice girl like me, or at least buy some modern software. Turn the top right handle. Turn bottom right handle. Turn the bottom left handle. Turn top left handle. Turn top left handle. Turn bottom right handle. Turn top left handle. Open the safe.

Simon the Sorcerer

It's the feather that's my problem; I can't find it. If I could find the feather then my girlfriend will love me forever (she says) and I'd be the happiest man alive.

Steve, Liverpool.

What exactly do you intend doing with this feather that is going to make your girlfriend love you forever? I think we should be told. Are you simply going to tickle her fancy or what? Personally I prefer to be tickled by the feel of mink fur but then I'm no chicken. You'll find the feather lying on the ground next to the wise owl who sits in the middle of the wood. I trust you realise that the owl will answer lots of your questions if you persist in asking him questions. Don't be put off if he doesn't tell you what you want to know immediately, like all good things it takes time to get to the best bits.

Knightmare

I am stuck in Quest 3 of Knightmare from Mindscape. What do I pay the boatman with? Also where do I find whatever it is? I have been stuck in this part of the game for months now, so any help would be appreciated.

Andy Gilroy, Bognor Regis.

You pay the boatman with money. What do you think you were going to use; dustbin lids? What you seek is a coin. The solution to your problem is quite funny: You need the funnystick. There is a large room in this quest containing several rotator pads. There are also lots of fireball launchers which are triggered by a pad. In this room there is a switch at the centre which opens up another area. Inside that area is a further switch, which when operated will reveal a jester. This guy is a bitch to destroy if you try to use the wrong weapons. However, if you give him the funnystick, he will give you the coin you are seeking.

Beneath a Steel Sky

I'm stuck in the Security Building. I used the interface and got the ball, magnifying glass, birthday present, bust and the book, but when I use my ID card in the scanner lift nothing happens.

Robby Ivens Belgium.

Use your card with the Linc terminal and choose Security Services. Select Option 2 of Special Operations and then return to the Security Services menu. Now choose View Documents. Examine all three and then exit. Use the card on the lift door and go through. The world is now your oyster.

Zak McKracken

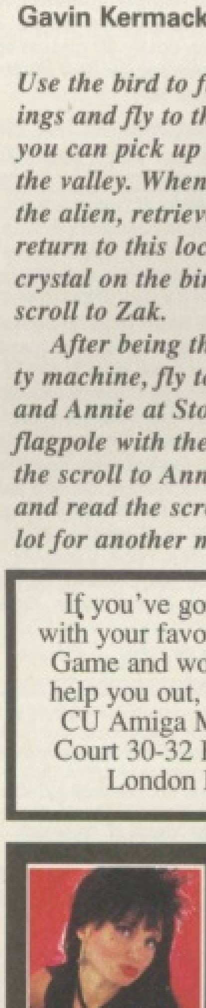
I have got the piece of crystal which lets me control the bird to fly over the cliff painting, but where do I go from there?

Gavin Kermack, Bristol.

Use the bird to fly to the huge carvings and fly to the left eye where you can pick up a scroll. Now fly to the valley. When you get caught by the alien, retrieve your gear and return to this location. Use the blue crystal on the bird and give the scroll to Zak.

After being thrown in the stupidity machine, fly to London. With Zak and Annie at Stonehenge, use the flagpole with the altar stone. Give the scroll to Annie. Switch to Annie and read the scroll. There that's my lot for another month.

If you've got a little problem with your favourite Role Playing Game and would like Vamp to help you out, drop her a line at CU Amiga Magazine, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.



WHAT MEN LACK IN INTELLIGENCE THEY MAKE UP FOR IN STUPIDITY.

Snip tips

Many thanks to all the readers who've sent in all these lovely cheats – it's much appreciated! I apologise to the readers who've not yet received their free Hit Squad game, but fear not, things are being sorted as we speak. Keep 'em coming!

Worms
Ocean

Simmonds and Henry Durrant of Norfolk have been keyboard bashing and have found some 'really great' levels for this superb game. (Please NOTE: The full stop at the end of some of these numbers is essential).

MARS
365740451
100000753.
DOUGHNUT
FOREST
3364965913
11461343
987206215
ARCTIC
612601132
400000753.
ALIEN
zzzzzzzzzz
631137362

By changing the digit after the five zeros (on the codes starting 100000... and 400000...) with different numbers you can get curvy levels. The Durrants have also found a second set of player controls. They are: UP=D, DOWN=X, LEFT=Z, RIGHT=C, JUMP=Ctrl, FIRE=Space. To toggle between visible names, use the '~' key. And finally (just in case you didn't catch them first time round) the hidden Prod move is away, away, towards, towards. And (in case anyone might have missed it) the special weapon cheat involves typing in TOTAL WORMAGE over the title screen.

And, while we're at it, let's have a few more level codes from James Caggill...

BEELZEBUB
BIG JOBBY
AMIGA 1200
A BIT FAFF
BRILLIANT!
YEEEEEEEER
C.MONSTER
2171127566
1233145554
C U LATER

Zeewolf
Binary Asylum

More codes arriving for this super flight sim, this time thanks to Daniel Rutherford of Newcastle.

Mission 6 .... Ourgan
Mission 8 .... Jmargus
Mission 9 .... Stag
Mission 11 .... Kraken
Mission 14 .... Station
Mission 16 .... Gbull
Mission 18 .... Statipause
Mission 20 .... Doitnow
Mission 23 .... Shipdeck
Mission 25 .... Globoff
Mission 26 .... Behave
Mission 29 .... Maxfuel
Mission 30 .... Pelplay
Mission 31 .... Domino
Mission 32 .... Steerdart



Civilization
MicroProse

WE HAVE AN EXCLUSIVE! Yep, according to Kevin Coate of Somerset, we're the first people to see this cheat he's just found, so wrap your thighs round this and squeeze.

When you build your first colony, rename it as CHARLOTTE. You will then see a message stating 'Cheat Mode Active' and find at least 50,000 attractive gold coins in the bank.

Also, as a bonus the entire world map is available to view. Not bad, eh? Cheers Kev! A game of your choice from Hit Squad should be winging its way to you.

Dogfight
MicroProse

Terje Karlsen from Norway has a few tips to share with us for the old MicroProse air combat offering. Basically, to win a fight make sure the enemy doesn't have any missile and then stay high, cutting your engines. Use air brakes, and when the plane stalls, push the stick back, turn the air brakes off, and give it full throttle while keeping the stick pushed back. The plane should then slowly get its nose up but keep dropping like a rock. Fortunately, you won't die when you hit the ground – unlike the enemy plane that follows you. Ah-ha! Very nasty indeed.

Frontier Elite 2
Gametek

Now here's an old chum of Snip Tips that we've not seen for a long time – ye olde Frontier. Well thanks to Andrew Grosvenor of Somerset, here's a nice little tip to finish this month's page with.

Start off in the Ross 154 system and buy as much hydrogen fuel as you can. Now jump to Cemiess (-2,-2) and go to Williams Relay which orbits Donaldson. Once there, sell EVERYTHING than can be removed from your ship. Log on to the bulletin board and find Richards Exchange. If it isn't there, simply speed up time until it does appear.

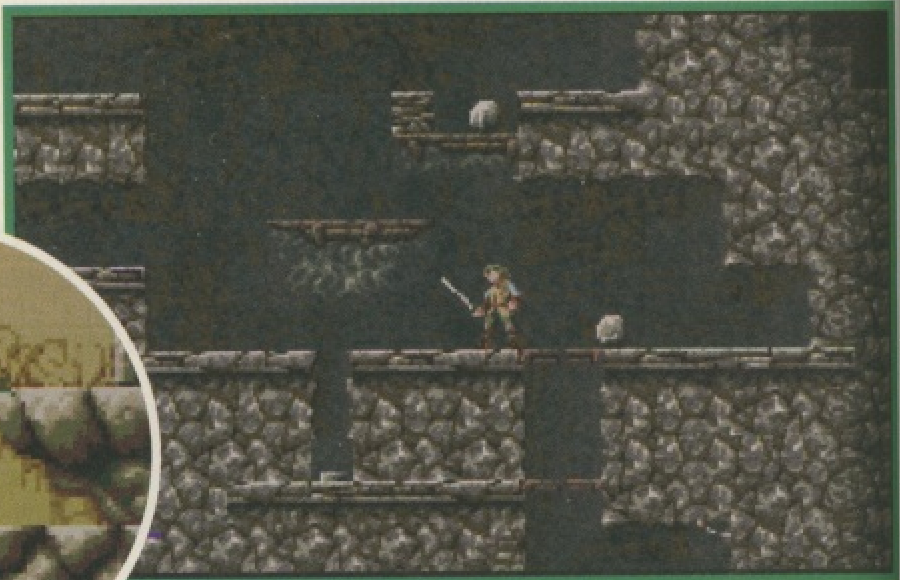
Once at the Exchange, look for precious metals and gemstones. You'll notice that they have minus numbers, indicating that you get paid for taking them away. When your ship is full of these, go to the shipyard and buy the cheapest ship you can find (not an Interplanetary Shuttle or Lifter – preferably another Eagle) and then sell everything from your ship (engine, etc.) Go back to Richards Exchange and fill up your hull once more (again, using the speed-up trick if it doesn't appear or if they're out of stock) and then buy another ship. Repeat this until you have enough money to buy a Panther Clipper, then fill your hull one last time, but this time go to Sol to sell your precious metals. Then buy a 30MW mining laser and fly to Mars. Find one of its moons and keep on firing at it. This will improve your Elite rating and indeed you shall command the entire universe. Or something. ■

Matt Broughton

Keep those sexy tips coming in, and don't forget there's a Hit Squad game for every lucky contestant who gets their tip printed.

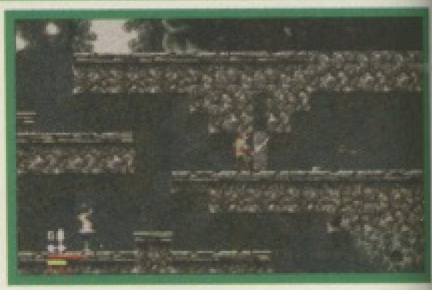
Odyssey Tips

Here's some top tips to the game whose hero changes his identity more times than Michael Jackson.





▲ Our hero (above) and again as a grasshopper (inset).



Island Equus

To the left of the first cave there is a room with a diamond key in it. Pick this up and use it to open a door in cave one. Fall down the hole. At the bottom of the hole there are two floor switches, two wall switches and a door. Behind the door there is another wall switch which opens the trap door.

Hit the left floor switch, which will release an arrow, hit this arrow to the left so it hits the wall switch (the door above will open). Quickly hit the right switch which also releases an arrow and fix it to the right so that it hits the wall switch on the right (the switch will fit an arrow through the open doorway, hitting the switch.)

When you have completed the first cave and you get to the next light bulb go left until you come to an archer. Kill him with your sword and go down and left. Look to the right of the screen and you will see a wall with some weak rocks in the middle. If you look to the left you will see some platforms going up in a diagonal fashion to the left.

Go to the top of the platform and turn into a rock, roll to left under tunnel. Start rolling to the right hitting each platform (push forward and up) as you descend. When you get to the end of the platform you will hit the wall and crash into one square rock (you have to get the speed just right).

In the second cave there is a room below the red key. In here there is a switch on the floor, a switch on the wall and a trap door. Hit the switch which releases an arrow at you. Hit the arrow back in the direction that it came from and it will hit the switch on the wall opening the trap door.

Island Empeira

Go into the first cave, go right until you come to the three floor switches, go across and hit the switch, the door will open below, go back over the switches and walk over to the open door, hit the switch so you open the door above then go round again throw the door above.

Island Gyps

On this island use the green men to open doors. The last puzzle in the cave on this island is hard but it possible to solve. Here's how. There is a wall switch and a floor switch. Just keep hitting the floor switch and the wall switch and you should be able to open the trap door. You'll need 35 pieces of gold to collect the bird crystal; if you can't find them all, don't give up – they are there somewhere.

Island Leo

In the first cave go left, then down and right to where there are four tunnels. Go down the bottom one and smash the rock. Then go back and through the top tunnel, smash the rock again and turn into the grass hopper. Go right up to the edge and jump. When you're above the platform turn into the hero, fall down and turn into the grasshopper again.

Hint: in this level you will have to use the grasshopper a lot and his different length jumps – so get practising.

Island Vargula

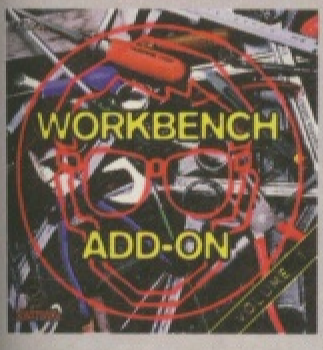
In the second cave there is a section with two trap doors one above the other, to the left of the top trap door. There is a switch which fires an arrow from the right towards you. To the right there is a switch that opens this top trap door, above this switch there is a rock. Get the rock and push it to the left and leave it on the trap door. Push the switch and the rock will fall onto the bottom trap door. (Now the hard bit) go over to the wall switch to the left and hit it, walk right next to the wall, hit the oncoming arrow and move forwards onto the trap door. The arrow will hit the switch dropping you into the bottom trap door with the rock. Leave the rock where it is and go left and over to the wall switch; hit the switch which opens the trap door and closes the door. The rock will fall down onto the switches below and when you hit the switch again the door will open and the trap will open. To get the castle key at the end you will have to travel through a little maze as the spider. That's your lot. Hope these tips were of help. We'll leave you with some general hints. ■



▲ The Islands of Essence. Looks like Leo is up for a visit, so says the spooky hand anyway.

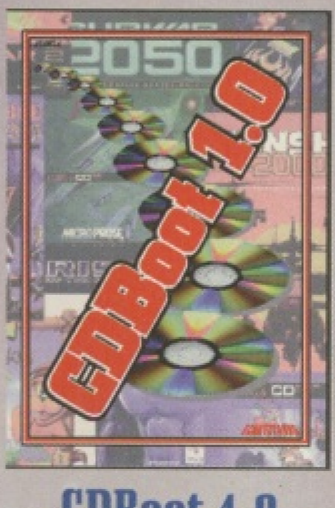
General hints

- **Get as many lives as you can.**
- **When you're low on energy wait for a bit so it recharges.**
- **Save after every completed island, don't try to save until you have completed the island.**
- **If you are not very good. at hitting arrows practice at the beginning of the castle level with the two archers.**



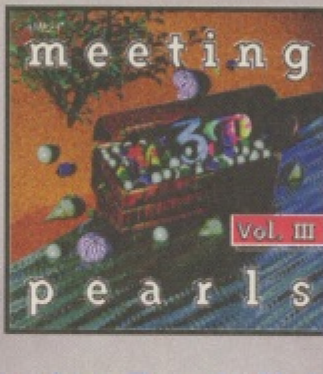
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…CD covers all areas of interest, all, the programmer, the user, the …and the gamer will find what they are looking for. On this …ROM there are many shareware programs, some of them at a …price, if you get registered. There is e.g. Shapeshifter for 40.- …(instead of 50.- DM), in addition to this there is a 50 MB Mac …, so that you can start playing around with Mac applications …away. Then there is PowerPlayer for 20.- DM (instead of 30.- …), there are, of course, loads of modules with it, so that you can …right away. AmiWin, the new X11-server for the Amiga is …able for $40, instead of $50. You can sa ve more than 100.- …with this CD. Therefore you only have to send in the appropriate …in the booklet to the author of the program. £24.95



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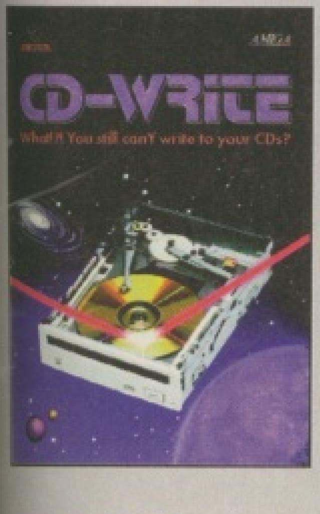
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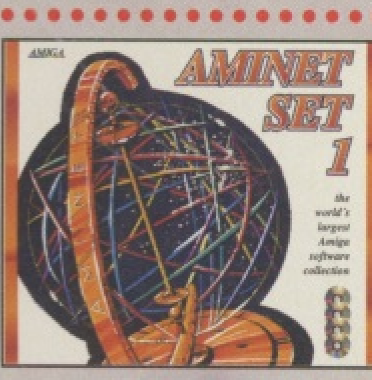
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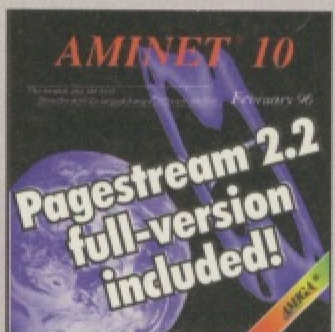
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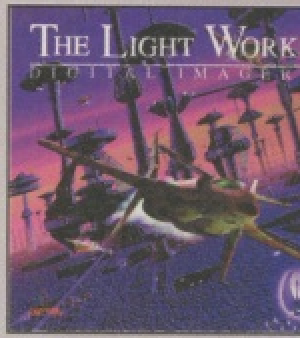
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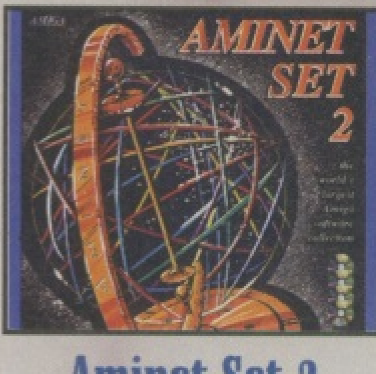
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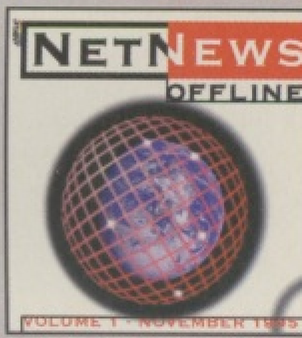
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Get Serious

The Amiga Surfer goes under the knife and LightWave 4 is dissected in this month's autopsy of technical body parts .

Horgan's Organ



It's good to see that there are still some good marketing decisions being made at Amiga Technologies. Removing their 'multimedia' blinkers for a moment they have realised that the Internet is a major growth area not just for business but for the home user too and have responded with the Amiga Surfer pack, an all inclusive plug-in-and-go Internet solution that doesn't break the bank. It's not perfect by any means but it should move the Amiga one step closer to the heart of 'the man in the street'.

However, whether the staff in Escom stores are to be briefed on this new bundle is very doubtful if the current state of Escom retail is anything to go on.

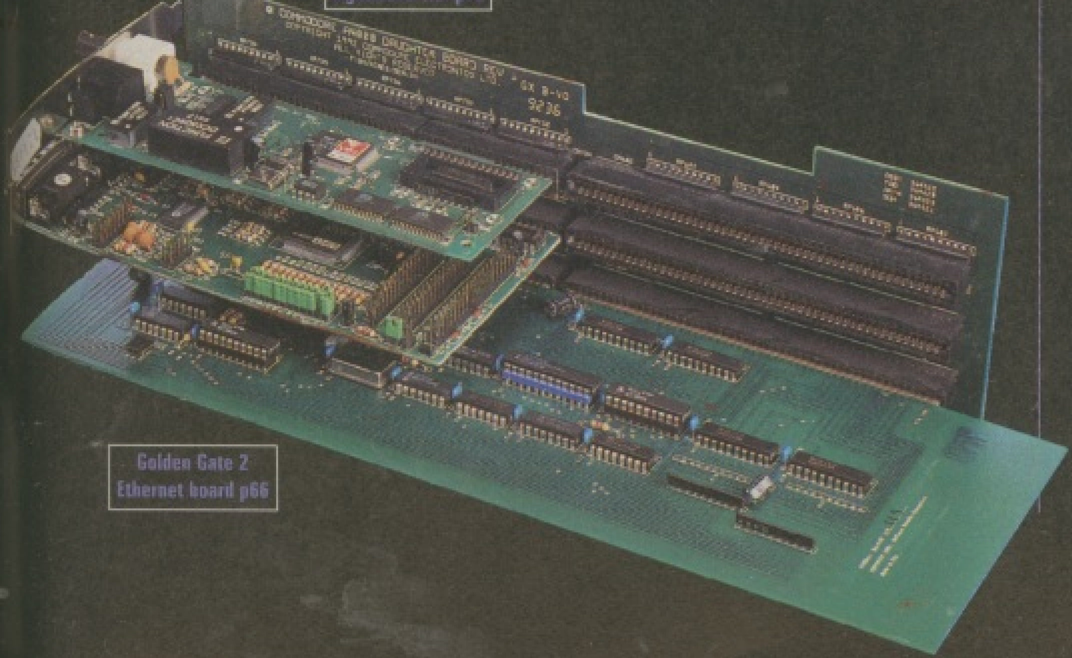
That aside, we've got a very varied bag of goodies on display for you in our reviews section. For the affluent or professional 3D artists among you there's the amazing Lightwave 4.0 reviewed by John Allardice (the man responsible those stunning Team 17 CD game intros), a new multi-media authoring system in the form of Image Vision, an Ethernet networking system, a new Amiga-converted graphics tablet, a top hard disk backup system and all the latest releases from the land of CD-ROM and public domain.

And don't forget the free book – file it somewhere safe. One day it might just save your life!

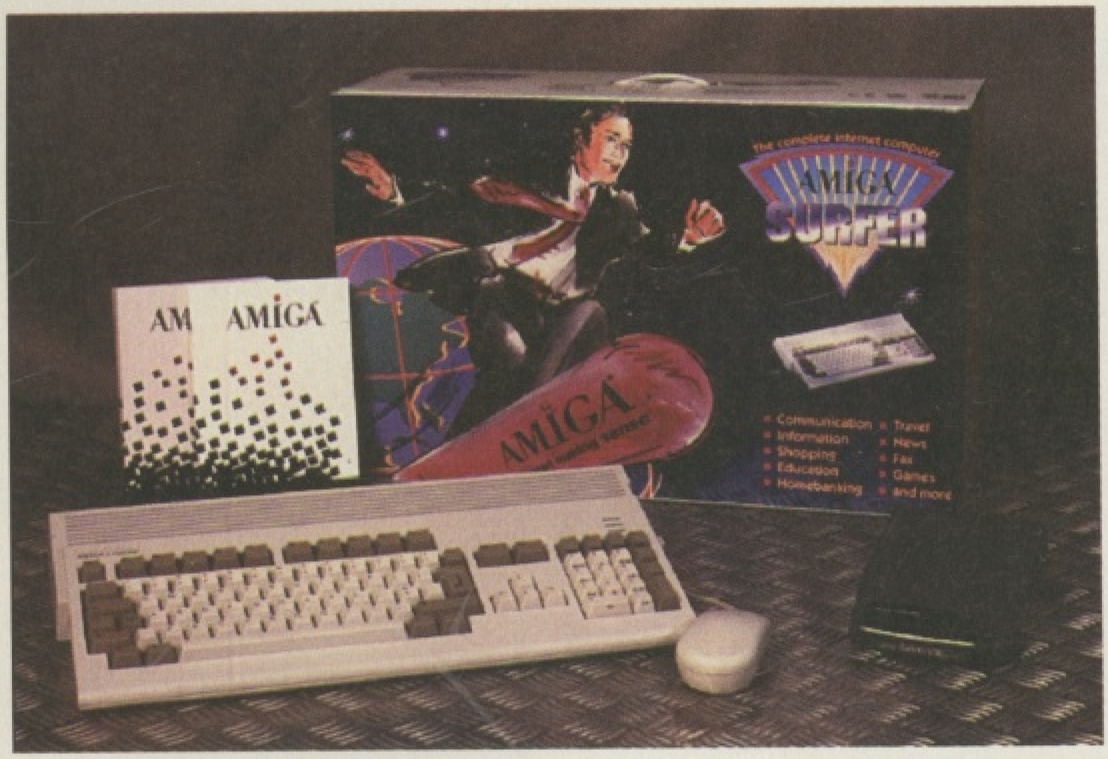
Tony Horgan
Technical Editor



LightWave 4.0 p70



Golden Gate 2
Ethernet board p66



Grab your shorts, sunnies and few tinnies and get ready to ride the internet waves. The Amiga Surfer pack is here promising quick and easy access to the internet. Our resident net expert has picked it apart bit by bit to see what you net hungry dudes will be getting. All your dreams come true or just the beginning? Find out ...

Amiga Surfer

■ Under £600 hardware and software bundle / £90 for software only
■ Developer: Various ■ Supplier: Amiga Dealers see ads in the magazine

While clued-up Amiga users have been connected up to the Internet for some time, a large number have been put off by the many complexities involved in setting up a computer for 'net access. Now, at last, there's an Internet solution for your Amiga that cuts through most of those hassles: the official Amiga Surfer pack. Based around the Amiga Magic pack, the Amiga Surfer adds a 14400 baud modem and Internet software, including a World Wide Web browser, to a package made up of an A1200 (2Mb RAM) and productivity software in the form of Personal Paint, Wordworth, Turbo Calc, Wordworth Print Manager, Datastore and Organiser. Photogenics SE and the two games from the Magic pack are not present. The Internet software will be available separately for existing Amiga owners. This review will concentrate on the Internet-specific hardware and software in the Surfer bundle.

Pack Contents

Hardware:

- **Amiga A1200 (2Mb Chip RAM) 270Mb Hard drive**
- **14400K baud modem**

Software:

- **Internet software including a World Wide Web browser**
- **Personal Paint 6.4**
- **Wordworth 4 SE**
- **Turbo Calc 3.5**
- **Wordworth Print Manager**
- **Datastore 1.1**
- **Organiser 1.1**

Highly complex

On any machine, a working Internet system is highly complex. Before any of the E-mail or Web browsing software can do anything useful, there needs to be an interpreter part which handles communication between the Internet and any software that is used to access it. This part is known as a TCP/IP stack. TCP/IP is the protocol of the Internet. Almost all Amiga users currently connected to the 'net use NSDi's AmiTCP to perform this function.

Commodore developed their own TCP/IP stack some time ago with the uninspired name of AS225. This has since been updated and reworked by Interworks and renamed Inet225. Inet225 forms the basis of the Amiga Surfer 'net software. However, the version of Inet225 in the pack is restricted. Even though AT own Inet225, they are asking an additional fee of around £25 for users to upgrade to the full version. This is puzzling in light of the high cost of the software-only pack.

No Demon

The version of Inet225 in the Surfer pack has been restricted so that it cannot run a server. A server could be an FTP daemon that controls your own FTP site (from which other 'net users could download files) or it could be a World Wide Web daemon to run your own WWW pages. Those aren't major restrictions since few people opt to do so.

The only major side effect of this is that it will not work with a particular server which collects E-mail via a special protocol called 'SMTP'. This means that the Surf pack will not work with Internet providers who only provide SMTP delivered E-mail. This includes Demon Internet Services. The Amiga Surfer software will not work with Europe's largest Internet service provider and the most common among Amiga users in the UK. Oh dear.

Inet225 needs to talk to your modem to get on to the Internet. There are two protocols in this area: SLIP and PPP. Most providers support the latter and fortunately the Surf pack comes with both. The only drawback here is that the driver doesn't support the 'EOF' mode of the serial device. The result is that CPU usage is very high whenever any data is being sent or received. Fortunately it can be replaced with a better driver available from the public domain.

Now that you have a basic line of communication between the blips coming down the modem line and your Amiga, it's time to set up your client software – these are the only parts of the software you will see and use when surfing the 'net. The clients provided cover the vital areas of WWW, E-mail, News, FTP and IRC.

Web browser

For many, the most attractive aspect of the Internet is the World Wide Web. With its mouse-controlled windows, pretty pictures and foolproof links to millions of diverse sites around the globe, the web is responsible for dragging comms and the Internet into the public eye. The Surfer pack comes with its own web browser called MindWalker, formerly known as Voyager.

Why MindWalker?

Zimmer-frame equipped Amiga veterans from way back in the A1000 days might remember a Commodore game called MindWalker, in which you play a wizard type character who wandered around a surreal landscape and zapping bad guys with bolts of lightning. When AT bought Commodore they also got the rights to this game. Although the game was well over the hill they decided the name was cool. So their freshly developed web browsing software commonly known as Voyager was renamed MindWalker.

Oliver Wagner, the super programmer who created MindWalker in just three months, still secretly refers to the browser as 'V' in private and among beta testers.

MindWalker is a good looking web browser with a stability that contrasts nicely against AMosiac, the Amiga's first web browser which is known for its tendency to crash at the wrong moment. Like AMosiac, MindWalker requires Magic User Interface to be running. MUI is a kind of Workbench/operating system enhancement and development tool. The advantage is that MindWalker has a nice interface, but the downside is that MUI slows things down and consumes more RAM. A version of MUI is included in the pack.

The usual features are built in such as a comprehensive Address Book facility and support for proxy caches to speed things up. Not all providers offer proxy caches so it's worth asking before you sign up. MindWalker also implements multiple sockets which means that it will open several connections to the remote WWW server in parallel, which greatly speeds things up compared to a single-tasking browser. Other than these features, MindWalker is a fairly basic but solid browser that fits well in the pack.

However, when compared to the latest versions of the IBrowse demo and the soon to be released AWeb browsers (a demo of which was featured on last month's cover CD) it's clear that there's a lot of room for improvement. Fortunately users of the Surfer pack are entitled to updates of MindWalker as it's still very much under development and improving all the time. These updates should add better behaviour when it comes to text formatting and so on.



▲ Here's MindWalker in all its glory logged into the Team 17 and MTV WWW sites simultaneously. The status lights at the bottom right flash and change colour as each MindWalker window negotiates several parallel connections to the WWW server.

Stop Press

Just before going to press, Oliver Wagner revealed that MindWalker is indeed due for a release outside of the Surfer pack. He added that a public demo of the package will be available in the future though he couldn't elaborate on a release date. The full MindWalker will be an extended version of the program featured in the Surf Pack and will feature full HTML-3 support as well as tables and frames. Oliver even hinted that Java support might be on the cards in the future. Java is the brainchild of computer giant Sun and looks set to become the defacto-standard Internet language making the dream of running applications which only exist on remote servers a reality, so don't rush out and buy a bigger hard drive just yet.

Internet relay chart

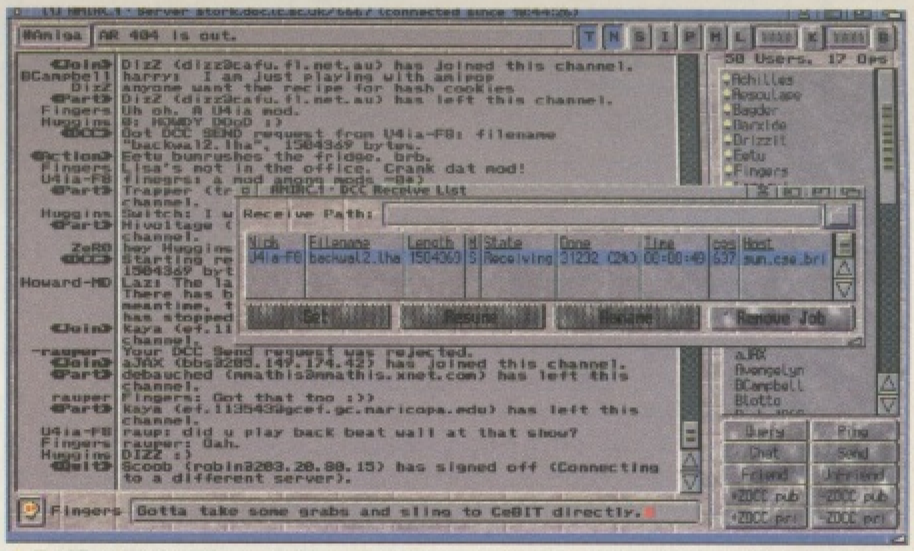
One of the most immediate forms of Internet communication is real-time text-based conferencing, known as Internet Relay Chat (IRC). It works like a party line phone system, on which hundreds of users can exchange text comments to one another in real-time. The Surfer pack comes with software specifically designed for this called AmIRC, also written by Oliver Wagner.

'#Amiga' is the name of the consistently busy channel where many Amiga enthusiasts hang out to talk to like-minded people the world over. IRC clients aren't that common in Internet software suites for other platforms, so it's refreshing to see one in the Surf Pack since the IRC is a valuable resource for Amiga owners. The contacts people make here can beyond information exchange to friendships and further. See the Net Wedding feature the February 96 issue of CU Amiga Magazine for more on that.

Highly polished

AmIRC is possibly one of the most polished Internet clients ever seen on any platform let alone the Amiga. Oliver has also created an alternative IRC-like network called Arcnet which is compatible with AmIRC. Amiga Technologies themselves prefer Arcnet since they can run a server on their own Amiga 'net box and it doesn't use too much of their valuable bandwidth. You can often find members of AT staff on Arcnet in the #MAIN channel.

AmIRC has already proven itself to be the best IRC client around. While going to press, AmIRC 1.0 was released onto the Aminet as a shareware product. The list of numbers in the server 'phone book' could do with the additions of 'ircd.bt.net' and 'stork.doc.ic.ac.uk' for the UK market. Otherwise it's simply a case of running the program when linked up and typing /join #Amiga to enter the #Amiga IRC channel. More powerful features hide inside the comprehensive configuration options but these will only be of interest diehard IRC fans (such as yours truly).



▲ The Effnet #Amiga IRC channel. U4ia is kindly directly transferring me his latest module by DCC. A handy function of the IRC when chatting with friends.

FTP client

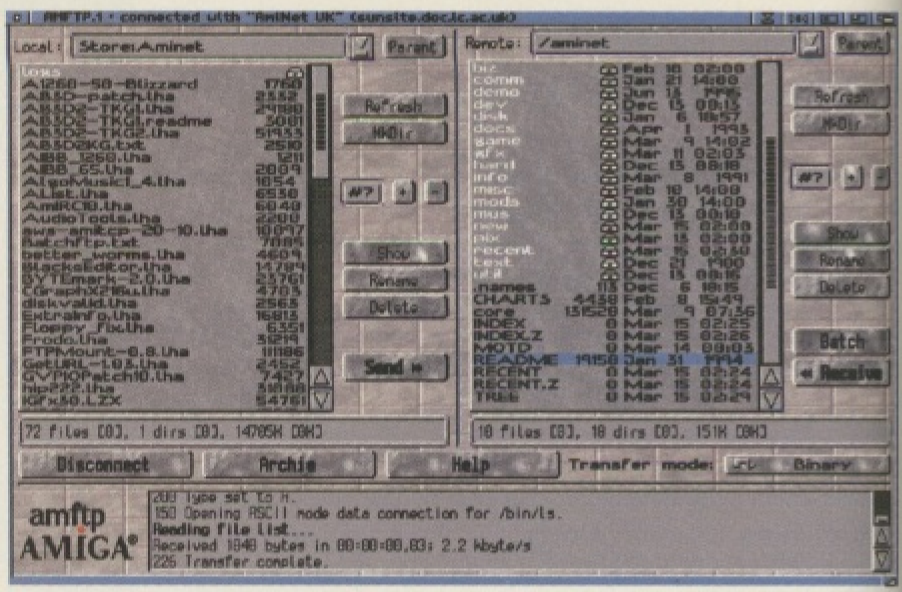
The Internet has a standard for transferring files (as opposed to E-mail and WWW pages) called File Transfer Protocol (FTP). FTP is often used as a verb when talking about downloading an FTP file, in which case, the file would be 'FTPed'. The most famous collection of files for Amiga users is the Aminet. This awesome collection of Amiga software is 'mirrored' or exists physically in several countries around the world. The term for this collection of files is an 'FTP archive'. In older days these archives were accessed via a text based interface similar to the AmigaDOS shell. It didn't take long before graphical interfaces were developed to perform those commands automatically.

AmFTP is the FTP client in the Surfer pack and takes this graphical approach. It looks a little like a miniature Directory Opus. Local files on hard drive of the user's machine are displayed in a window on the left, while the right window lists the current directory on the remote machine to which you are connected. Once you click on the Receive button AmFTP switches to a download screen with a list of selected files and a progress bar. AmFTP is certainly not unique in this respect. There are other FTP clients but AmFTP is widely regarded as one of the better examples if not the best available. Unlike AmIRC, there is some healthy competition in this field but AmFTP has some strong features which are very useful indeed.

Built in Archie

AmFTP contains a built-in 'Archie' client. Archie is a system whereby you can search FTP archives for particular files by sending a search request to an Archie server. Normally one would use a separate Archie client but now this can all be done within AmFTP. The results are noted and then retrieved by logging in to the site where the files were found. So a Surfer pack user could find any publicly available file or program they desired. The value of such a resource unimaginably.

At any stage AmFTP is happy to be iconified so that it will continue to download the files in the background. AmFTP also supports special 'ADT' servers. When logging on to those, a recent list of new files will be displayed automatically which is a very handy time saving function. AmFTP A very worthy addition to the Surfer pack.



▲ Here's AmFTP logged in to the Imperial College Aminet site. Oh blast, the Wuarchive is dead and there's only a few gigabytes of files to choose from!

E-mail client

Voodoo is the Surfer pack's E-mail handling package. Developed quite recently, it doesn't depend on MUI like the former clients but uses a new GUI system called ClassAct. Although this is simpler but faster than MUI, Amiga Technologies have taken some flak for creating a package with two different GUI systems included which will need to run inside the tiny 2Mb memory available on a stock Amiga.

This gripe aside, it's otherwise easy to see why AT chose Voodoo. It's good looking, easy to use and laden with features. It has built-in support for private PGP encrypted E-mails for the paranoid and MIME attached/encoded files for swapping those Worms custom levels.

Unfortunately Voodoo is hampered in the Surfer pack by a bug which will cause E-mails written when not linked up (off-line) to be lost irretrievably. A representative of AT told me that this bug would be fixed soon and that they would be looking at the issue of providing SMTP mail support. Voodoo has a nice feature of displaying a MIME attached picture inside the message lister by simply clicking on an icon representing the MIME encoded part of the message. It would be difficult to find a more simple and easy to use E-mail package. While it's not specifically to my taste it is a quality package which once again does the Surfer pack proud and suits the novice market that it is aimed at.



▲ Cute, Simple and functional describes Voodoo. It may not be the most complex but it handles attached files nicely and is very easy to use.

Heartache or cash?

Amiga Technologies have firmly aimed the Surfer pack at novice users who intend to buy an all-in-one Internet solution either complete with an Amiga set-up and a modem or just the software for an existing Amiga system.

The Surfer pack does the job very well indeed, although there are flaws such as the bug which loses off-line mail. I'm satisfied that it's as easy as it's going to get to set up, configure and dial in to one of the many Internet Service Providers around (except for Demon).

On a stock Amiga the functionality is going to be serious hampered by memory usage but that's more the fault of the standard 2Mb RAM than anything.

As for existing Internet users or more expert Amiga users, an alternative is to obtain the AmiTCP system, usually found in the form of an all-in installer on many BBSes.

All of the clients in the Surfer pack are available to buy separately (or will be soon in the case of MindWalker). This means that if you are capable of carrying out the complex configuration by hand, you could substitute Inet225 for AmiTCP for a superior set-up. The bottom line is that existing Amiga users have to weigh cash against an installation nightmare that can all too easily go horribly wrong. There's nothing to lose by trying to set up the free AmiTCP system first (check the back issues of the Wired World tutorial for the details). If that fails, the Surfer pack is a more expensive but highly worthwhile investment. For the less experienced, it's the only current way of getting on to the Internet and so is an essential purchase alongside a modem.

Well done AT, this is Amiga's biggest step in the right direction since the A1200. ■

Mat Bettinson

Amiga Surfer (software bundle)

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

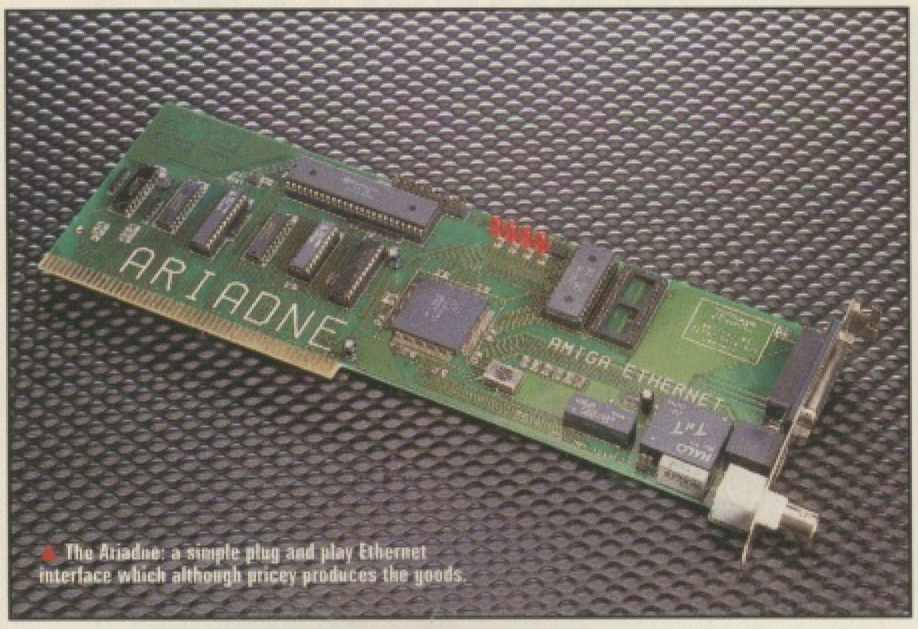
system requirements: Any Amiga with 2MB of RAM or more and KS 2 and above

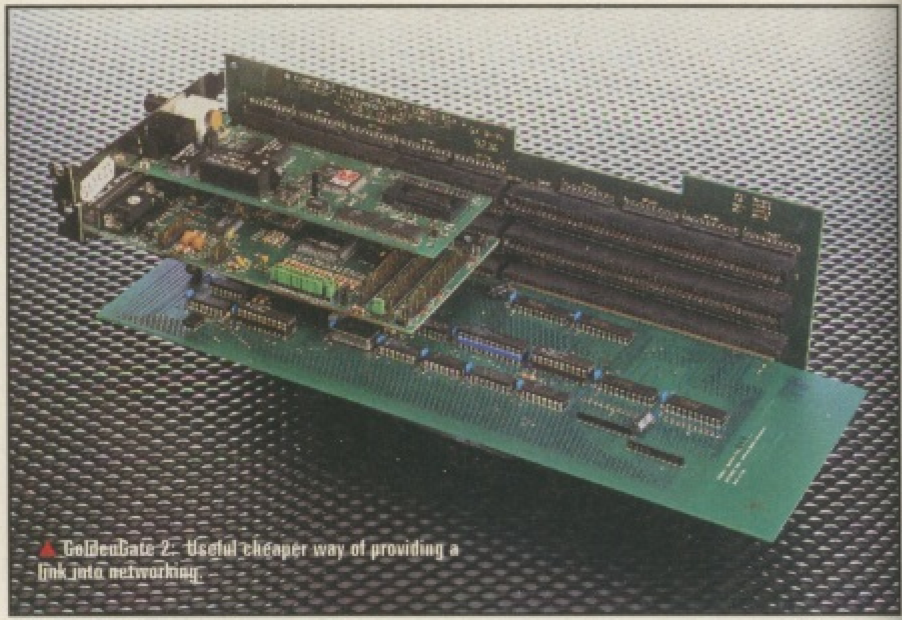
ease of use 88%
It's as easy to use as Internet software gets on the Amiga at this time.

performance 91%
Each of the provided clients are among the best in their fields. Excellent.

value for money 72%
Considering most of the software is cut down versions of shareware or commercial packages, it should be a lot cheaper than this.

OVERALL
A step in the right direction. Good, easy to use net bundle.
84%


▲ The Ariadne: a simple plug and play Ethernet interface which although pricey produces the goods.


▲ GoldenGate 2: Useful cheaper way of providing a link into networking.

Ethernet on the

High-performance networking hardware on the Amiga might not be as scarce as you would think. We check out two options

The Ariadne

■Price:£199
■Developer:Village TronicGmbH
■Supplier:BlitterSoft
■Tel:01908 261466

The Ariadne is a simple, plug-and-play Ethernet interface which works well. As a test I copied a large file to a PC running Windows95, and the transfer rate was a very respectable 444 Kb/second. It is a very useful card and although priced higher than its PC equivalents, it is still strongly recommended.

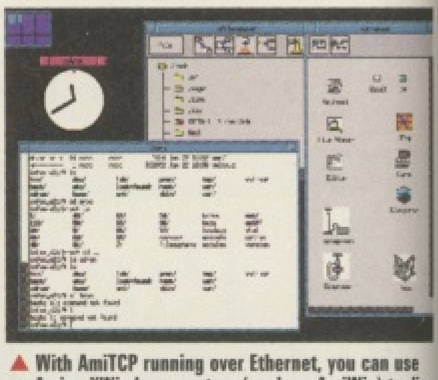
The Ariadne hardware is a single Zorro II card which can be placed into any free socket on an A2000, A3000 or A4000. There were no problems using it with an third party Zorro expansion systems, so lucky A1200 owners should be fine. It comes from the same stable as the Picasso video card and the only distinguishing feature is a bank of four red LEDs (light emitting diodes) which flash when data is sent or received and so may be useful in tracking down errors in your set-up.

The business end of the card features three connections: a standard printer style 25way female connector, a BNC-twist style plug and an RJ11 socket. These last two are for connection to the Ethernet leads and the printer-style socket looks like a printer socket because that is exactly what it is.

The supplied disk of software contains several main elements: the network drivers, some networking software tools, the Envoy network software (v1.6) and software to drive the parallel ports.

The network drivers are totally SANA_II compliant, which means they can be used with any existing Amiga networking software, including the excellent (although Amiga only) Envoy system.

The network tools will keep an eye on the number of packets of data passing by, and the parallel port software creates two new printer ports which you can use from any program which allows you to select the printer port by name. This includes parallel port networking software. The second


▲ With AmiTCP running over Ethernet, you can use an Amiga XWindows system (such as AmiWin) to display X sessions on remote computers.

printer port is available on the card as a bank of pins, and these can be brought out to the rear if you really need three printer ports on one Amiga.

That's really all there is to this card. Recommended. ■

John Kennedy

The A1200 Ethernet Problem

Trying to find a way to provide an A1200 with Ethernet is extremely hard without resorting to an expensive solution involving a Zorro slot expansion system. Although the PCMCIA slot on the Amiga is a recognised standard, no-one seems to have developed the necessary software to drive the PCMCIA Ethernet cards which are available for notebook PCs.

The AmiLink networking system reviewed in the January 1996 issue made use of the floppy disk drive socket and presents a standard SANA_II interface. Similarly, Liana is a SANA_II compatible networking solution which makes use of the parallel (printer) ports. Parallel ports aren't particularly fast but they are a cheap way of doing things and a lot better than nothing. Some PD software on Aminet also aims to provide a SANA_II system using parallel ports so it's worth a search for a program called 'magPLIP'.

All these systems could therefore run Envoy, or alternatively run AmiTCP and connect to another Amiga. This Amiga in turn could have an Ethernet card and act as a gateway into a LANs full of PCs, Apples and even a link to the Internet. Sounds complicated? Too right!

The Ariadne

A500 · A500+ · A600 · A1200 · A1500 · **A2000** · **A3000** · **A4000**

system requirements:
Zorro II slot, OS2

ease of use.....................90%
True plug and play. If you want to connect two Amigas, it's only a matter of following the installation instructions.

performance 95%
Nippy performer which proved reliable in day-to-day use.

value for money 70%
Compared to the price of a PC Ethernet card, the price is high. However, how many other dedicated Amiga ethernet cards are there?

OVERALL
A dedicated Amiga card bundled with excellent software.
86%

What is Ethernet?

Ethernet is a communication standard which has been around for many years. It's used to create 'LANs' or Local Area Networks from a pool of PC or Apple machines in an office. A LAN allows the machines to share printers, files and send electronic mail messages to one another. There are two cabling standards, 10Base-2 and 10-Base-T. The most commonly used in small set-ups is 10Base-2, which uses low-cost co-axial cable. Machines are all linked to each other in a line and special 'terminator' packs are attached to the each end of the cable. Each card has a unique hardware address and each machine has its own unique identity as well. Data is sent in packets and each packet contains the ID of the receiver. Therefore only the data which is meant for the particular machine is intercepted. Ethernet is said to transfer at 10Mbit/s, which is faster than modems but isn't the fastest networking technology available.



▲ **With TCP/IP all things are possible! Here is Amiga CUSeeMe running on the Workbench, being fed via Ethernet from the PC. Just who is that handsome chap?**

Amiga

The GoldenGate 2

- **Price: £129.95(£165 including NE2000 Ethernet card)**
- **Developer: Software Results Enterprises**
- **Supplier: Eyetech Group**
- **Tel: 01642 713185**

A gateway to cheap hardware? That's the premise of the GoldenGate 2 card. It works by bridging the Amiga and PC expansion slots present in the 'big box' Amigas. Originally these slots were for the 'Bridge Boards' which had a complete PC computer on a card but the GoldenGate has only the electronics necessary for the Amiga to send signals to any PC hardware attached.

Typically you can use the PC slots present to plug in standard PC I/O cards, modems, and of course, Ethernet cards. In my system I have been using the GG2 to drive a I/O card (providing an extra serial port for an external modem and parallel ports) and a network card. The hardware you can use depends on the drivers supplied, and currently support is included for serial and parallel ports, IDE hard drive interfaces and support for NE1000 (8-bit) and NE2000 (16-bit) Ethernet cards. As PC Ethernet cards are cheap, the GG2 represents a very real way of connecting your Amiga to a LAN.

Many Ethernet cards swear blind they are NE2000 compatible, or 'true NE2000 clones'. Be careful! Many cards no longer have jumpers on them to set the IRQ and Memory address. Instead they rely on utility software to make changes and store them in special memory: this presents problems for Amiga owners. PCTask claims to support any hardware on the GoldenGate 2, but programming an Ethernet card may be beyond it. Experiments with Netware Lite and PCTask 3.1 proved unsuccessful.

The GG2 has no support for the PC's DMA system. This rules out any hardware using DMA and this includes Soundcards. Rumours of a driver for PC video cards have also been circulating but at this stage they seem unlikely ever to appear. The serial port driver is excellent and will drive both internal and external modems. I have been using it with the superb USRobotics Courier and have achieved excellent data rates.

However, the ability to use a PC Ethernet card could be the deciding factor in choosing to buy a GG2. My system has been working happily for many months, and using the same test file as with the Ariadne, the GG2 and NE2000 card had a data rate of 397 Kb/second.

The GoldenGate 2 is a useful item of hardware at the right price and if you have some slots spare in your Amiga, you should consider it. The only snag is that older A2000s may not be compatible and all systems must have a processor with a MMU included. You'll need to make sure you have slots free: if you already have a few Amiga cards you may need to splash out on a Tower system. ■

John Kennedy

The GoldenGate 2

A500 · A500+ · A600 · A1200 · A1500 · **A2000** · **A3000** · **A4000**

system requirements:
OS2, Zorro II/PC processor with MMU

ease of use......................83%
The hardest part is inserting the card (mine was rather a tight fit), although the device driver software can be intimidating for beginners.

performance......................92%
Novelty value alone is high, as it makes certain PC cards available.

value for money..............90%
A potentially very useful product at the right price. And this is right price. What a bargain.

OVERALL
Sounds like a bit of a bodge but works very well indeed.
88%

SANA_II and AmiTCP

By default, the Amiga can't network. There is (currently) nothing in the operating system to support it. It needs help and one solution was the creation of the SANA_II networking standard. SANA_II is in the middle ground between software and hardware. If the networking hardware comes with SANA_II drivers and the networking software can support SANA_II, then operation is transparent.

Both the above networking solutions are excellent examples. Both come with SANA_II drivers and will therefore work with any software which is SANA_II friendly. If all the machines you are connecting are Amigas, then you may as well use the excellent Envoy networking software. Envoy runs on anything which supports SANA_II and is a first class piece of work and provides everything from directory security to shared printers. Release two of Envoy is available from Blittersoft.

Although networking two Amigas via Ethernet is useful, why stop there? Ethernet is a cross-platform standard so once your Amiga can understand it, all sorts of things are possible. To start with though, you'll need to speak using a standard protocol. The Ariadne comes with a driver for a Novel Network client, but sadly obtaining the client software itself is difficult as the producers, Oxxi, don't seem to be with us anymore. A more useful solution is TCP/IP, the networking software often used for Internet connections. AmiTCP is the main Amiga implementation (others are available), it fully supports SANA_II and so it is only a matter of configuring some software settings to make use of the Ethernet hardware.

With the combination of TCP/IP and Ethernet, your Amiga can slot into an existing network very well. For example, you can connect it directly to a PC running an operating system such as Windows95 or Linux. You can then use Telnet, FTP and other networking tools to send and receive files. A freely-distributable package called Samba will even make it possible to make PC hard drives appear on the Amiga Workbench and vice versa. Once of the most impressive things I've achieved is using a XWindows system on the Amiga to display a game of Doom running on a Linux box. Only TCP/IP makes this possible ...

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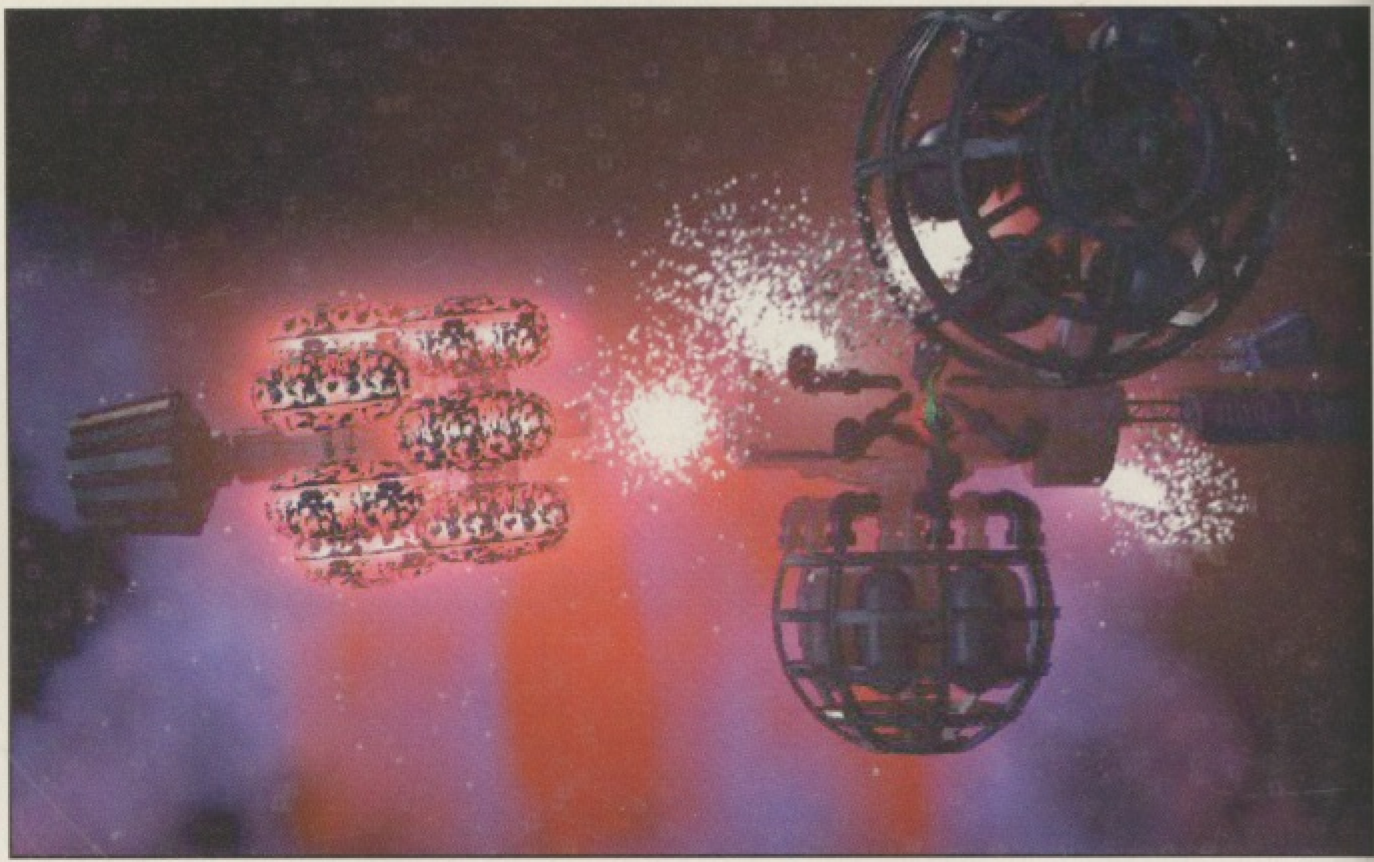
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LightWave 4.0

■ Price: £695 (new user) £150 (upgrade) ■ Developer: Newtek
■ Supplier: Premier Vision © 0181 988 8888

AMIGA SUPERSTAR

LightWave 4.0 is one of the new breed of Amiga power applications that is available only on CD-ROM. Anyone still not convinced that CD-ROM is the way forward only has to take a look at this. Along with the main LightWave program you get over 80Mb of surfaces, objects, scenes and images – everything from a prehistoric cave complete with flickering campfire, to the classic Tyrell Corporation building from Blade Runner. As you can imagine, installing the system from a single CD is a lot less bother than juggling a stack of 800K floppy disks!

Plug-in extras

When you fire up LightWave 4.0 for the first time you could be forgiven for thinking you'd started your old version by mistake. On closer inspection however, the subtle but very important differences start to become apparent. You'll start to notice small buttons in the various menus referencing 'plug ins'. These hint at the total overhaul the program has gone through. Both LightWave and Modeler (LightWave's own object building tool) have been reconstructed from the ground up with what's known as an 'open architecture'. This means that any third party developers that can think up cool new features can program their own plug-ins as separate modules that can be seemlessly integrated with the main program.

Therefore we should be able to look forward to things like real world physics, collision detection and particle systems becoming an integral part of the LightWave interface, rather than separate, stand alone programs. This approach has the combined advantages of making future development easier for the LightWave guys and takes some of the pressure off them by allowing others to continually expand the program's options and features.

The first application of this new architecture becomes apparent when you go to save an image and you're presented with a huge amount of image formats. For the real tech-heads out there, Newtek have also supplied all the

Welcome to LightWave 3D

It's a gratifying thought that in these days of the seemingly unstoppable march of PC supremacy, almost every single major network TV sci-fi show in the United States uses an Amiga-based system as its primary graphics tool. As most of us are now aware, Babylon 5, X-files, Space – Above & Beyond, SeaQuest DSV and the forthcoming Hyper nauts all rely almost exclusively on the modelling and rendering ability of Lightwave 3D.

Lightwave first came to the attention of the mass UK Amiga scene two years ago when the pilot movie of Babylon 5 won an Emmy award for "Outstanding Technical Achievement" for managing to handle the graphics for a two-hour big budget pilot with just eight Amiga 2000s.

The rest of the world got in on the act soon after when Lightwave was released from its dependence on the NTSC-based VideoToaster by a little third party routine called LightRave. Newtek, the manufactures of the Toaster very quickly retaliated with Lightwave 3.5. Almost overnight, Lightwave became an obligatory piece of software for all serious Amiga 3D artists. Now, little over a year later, Newtek has released Lightwave 4.0.

developer documents necessary for you to be able to write your own plug ins.

User friendly

Don't let all this techno-babble deceive you into thinking that you need a degree in software engineering to be able to use the program. LightWave still has one of the most accessible and user friendly interfaces around. From its inception it has always been designed for ease of use. The menus are simple and concise and construction of your first animation can be accomplished within an hour, even if you've never animated anything before. In fact, its surface simplicity could almost lead you to think that it lacks any real depth or subtlety, but look at your average episode of Babylon 5 and remember, you are using exactly the same piece of software that accomplished that. All the tools are there, and you won't have to dig too deep to find them.

The program itself is split into two separate parts: Modeler and Layout. Modeler is where you construct all of your 'hand-made' objects. This is the one section where the first-time animator might find himself a little lost. The array of tools at your disposal seems almost bewildering at first but the fast and responsive interface makes experimentation easy. Modeler seems to have undergone very little change from version 3.5, although there isn't all that much further you could effectively take it. The addition of 'nurbs modelling' (a kind of freehand drawing approach to object design) would have been nice – maybe we'll see that in the next version. The solid moving view still has trouble working in anything except the default display resolution, but the addition of a much faster 'frontface' view helps considerably with tracking down those annoying flipped polygons.

Layout improvements

The Layout section is where your models are given surfaces and textures, animated and rendered. It's this section that has been given the most thorough overhaul. The Scene menu now has a handy little feature that can show or hide all bones, lights or objects instantly, and if you're working on a complex scene that can be a boon in clearing up the interface.

The Objects panel has its intriguing new addition of Displacement Map Plug-Ins and Object Replacement Plug-Ins buttons and it will be interesting to see what the third-party developers come up with to fill these. There are also new Unseen By Rays and Unaffected By Fog options, which will be of most use to those power users who are dealing with image compositing and mapping live video into their scenes.

Texture previews

The Surfaces panel now has a preview option which allows you to render any texture onto a sphere before assigning it to an object (as seen in Imagine 4 and Texture Studio). This saves a huge amount of time as you don't need to render the whole object or scene to see the results of your texture settings. Newtek have also upped the number of procedural textures with the addition of the disgusting 'veins' and the wonderfully flexible 'crumple', which can give one of the most realistic looking rock textures I've seen outside Vista-Pro. Another addition to the surfacing functions is the new Glow feature, which is likely to become as overused as lens-flares were. This enables you to give an angelic halo effect to any surface group, which will be particularly useful for enhancing plasma and rocket flames.



While we're on the subject of fun and flashy effects, the lens-flares have been given an upgrade too. Hidden in a sub-menu of the Lights panel, the flares can now be fully customised. You now have the ability to tweak the density and streakiness of the surrounding halos, adjust the level of cinemascope distortion and most importantly, rotate the little beggars. This means that they can now look far more like an integral part of the scene rather than a post-production process effect for lazy animators (we've been guilty of this in the past, myself included!).





Kinematics

Finally we see the introduction of 'inverse kinematics'. This is a complex sounding name for what Imagine users know as 'bones', a system that allows you to connect a number of objects and animate them in a realistic manner. For instance, if you were trying to animate a guy reaching out and pulling a lever, without inverse kinematics you would have to animate his shoulder, then upper arm, then forearm, then hand, and so on, all separately. With IK applied to the joints, all you have to do is grab his hand and pull it and all the connecting sections will follow along automatically, bending to limits set by yourself. This powerful new feature doesn't take that long to get to grips with and surprisingly, doesn't appear to slow down the interface that much.

Conclusion

LightWave 4.0 is an upgrade aimed squarely at the more experienced animator. Most of the features seem to be aimed at putting LightWave up against the high end competition like Alias, Wavefront and Softimage. I get the feeling that an essentially Amiga-developed software package will be giving the big boys some considerable worry in the future.

LightWave 4.0 is still king of the Amiga rendering scene by a long shot. Let's hope we see the same level of development commitment continue over the next year. ■

John Allardice

LightWave 4.0

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

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The king of Amiga 3D without a doubt. The power on offer is stunning.

value for money..............88%
Expensive for private buyers but this is a professional product and offset against a Hollywood budget it's a drop in the ocean.

OVERALL
The apex of Amiga 3D graphics and animation.
93%

Power Tablet

■ **Price: £199.95** ■ **Developer: Power Computing**
■ **Supplier: Power Computing © 01234 352207**

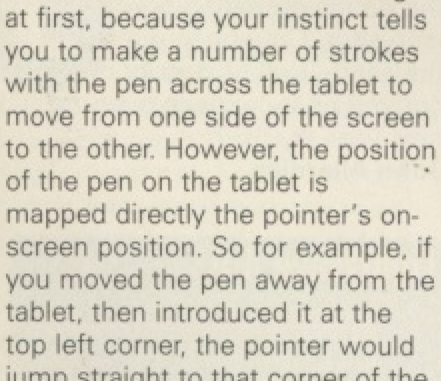
Frustrated by dodgy mice? The Power Tablet offers a neat alternative.

Despite the mouse achieving world domination at home and in the office, when it comes to freehand drawing it's just not the same as using a pen or a brush. Apart from the problems of sticky rollers and slippery mouse mats, mice were really designed for pushing windows and icons around the screen, not for creating 20th century equivalents of the Mona Lisa. With this in mind, Power Computing have taken a graphics tablet that was made for the PC CAD market and written some Amiga driver software for it.

Mouse emulation

In its default operational mode, the Power Tab is used to move the mouse around the screen. This can be rather disorientating at first, because your instinct tells you to make a number of strokes with the pen across the tablet to move from one side of the screen to the other. However, the position of the pen on the tablet is mapped directly the pointer's on-screen position. So for example, if you moved the pen away from the tablet, then introduced it at the top left corner, the pointer would jump straight to that corner of the screen. The pen doesn't have to be touching the tablet for it to register. In fact you only need to touch the tablet when you want to draw or click on an item. The communication between the pen and the tablet is very precise, so even the lightest of touches will register.

There's an alternative to the pen in the form of a 'puck'. This is like a three-button mouse with a crosshair mounted on transparent plastic. This is particularly useful for tracing images or precise transfer of any printed image.

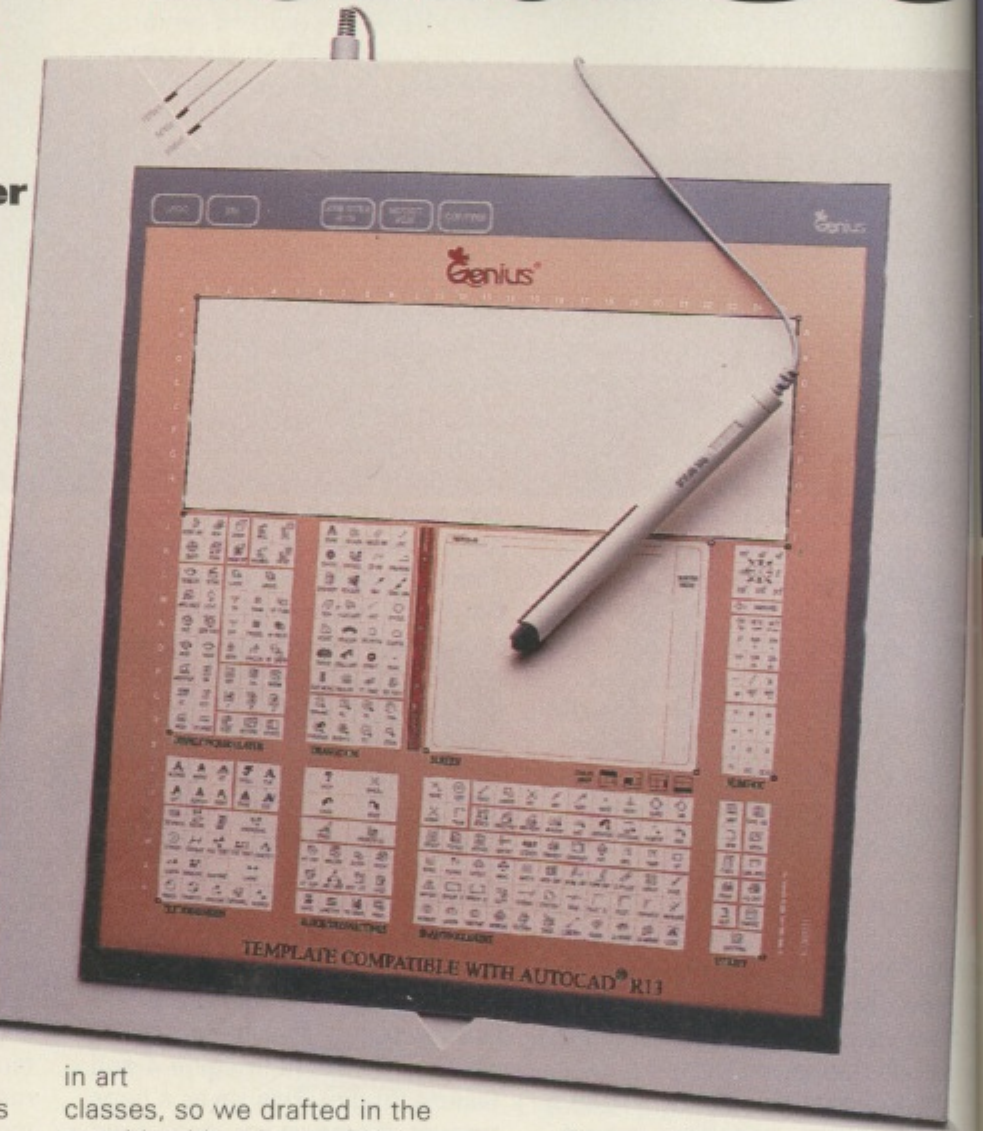


▲ Here's one we prepared earlier. Art Ed Helen Danby demonstrates her artistic talents on the Tablet.

Templates

One of the more advanced features of the Power Tab is its support for templates. By overlaying a pre-defined template on the tablet, certain areas of the tablet can be used to select specific functions of your software, so instead of controlling the menus and buttons with the pen in mouse emulation mode, there are buttons set up on the template which you can click on directly. The tablet is large enough (41cm x 41cm square) to accommodate quite a few function buttons on a template.

Power Computing have written their own software which allows you to design templates for any program, and this comes with template files for Personal Paint, Deluxe Paint 4 AGA and DPaint 5. Your templates are printed from the Power Template program onto A4 paper in a number of pieces to build up the final template. Hard copy of the DPaint and PPaint templates are also supplied.



Artist's impression

The CU Amiga Magazine editorial team never scored very highly in art classes, so we drafted in the considerable talents of Helen Danby, the Art Editor, to give us a professional opinion.

Running on a 50MHz 68030 A1200 with DPaint in super high res interlaced mode, the tracking of the pen is surprisingly fast, easily matching the response time and fluidity of mouse control, allowing for smooth natural strokes.

Compared to similar tablets on other platforms, the Power Tab stacks up well and definitely gets the thumbs up for freehand drawing.

Conclusion

If you've always found that mice hamper your natural artistic style, upgrading to a graphics tablet is a very good idea. Even though some of the support software and documentation is a little rough around the edges, it all works well enough to encourage you back to freehand drawing.

For a well constructed tablet of this size, the price is quite attractive and would certainly be justified by the increased level of precision and control it offers. A good investment for Amiga artists. ■

Tony Horgan

Power Tablet

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements:
OS2 or higher.
Hard drive recommended.

ease of use 76%
Simple in its basic modes, although the support software could be improved.

performance 87%
Fast tracking of the pen and puck leads to responsive feedback.

value for money 80%
Not too expensive if you're serious about freehand art.

OVERALL
A great improvement over the mouse for artists. **85%**

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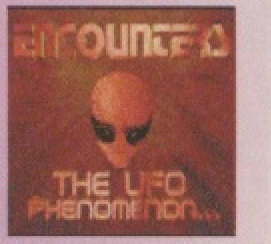
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88% CU Amiga DEC 95.

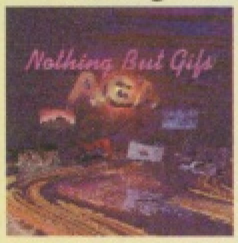
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91% Amiga Computing FEB 96

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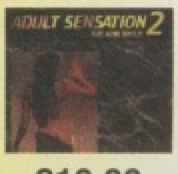
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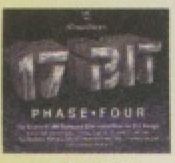
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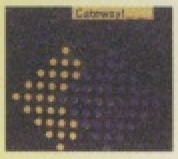
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Diavolo

■ **Price: Standard 99DM (£45) Pro 1 139DM (£65)**
■ **Developer/Supplier: Computer Corner ✆ +39-89-714-1034**

AMIGA SUPERSTAR

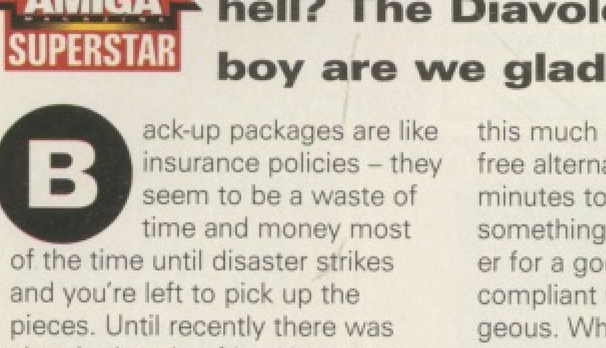
A sheep in wolf's clothing or a back-up program from hell? The Diavolo is here and boy are we glad.

Back-up packages are like insurance policies – they seem to be a waste of time and money most of the time until disaster strikes and you're left to pick up the pieces. Until recently there was also the hassle of backing up a hard drive to a room full of floppy disks or the expense of forking out on another hard drive to store the back-up. However, new devices such as the Iomega Zip and the Syquest EZ135 mean that backing up is now a far more attractive option: faster and cheaper too.

Good looking

Like many Amiga users I've made do with the PD program AmiBack, so Diavolo would have to be something special to justify the outlay of this much cash when there's a free alternative. It took all of five minutes to realise that Diavolo is something very special. I'm a sucker for a good looking clean OS compliant GUI. Diavolo's is gorgeous. Who said a back-up package had to look boring?

Diavolo is laid out so logically that it hurts. You can back-up to conventional floppy disks (of which DD and HD disks can be mixed) or a single file on any medium or removable direct storage. Back-up and restore preferences are activated from the menus and are so basic I doubt many will need to even refer to the adequate 48 page manual. A powerful query routine is used to discover the characteristics of a device so that Diavolo can learn the layout and then write directly to the device's media for optimum speed. Speed is probably where Diavolo got its devilish name. It's so quick.



▲ When backing up to floppies both HD and DD disks can be used.

The max

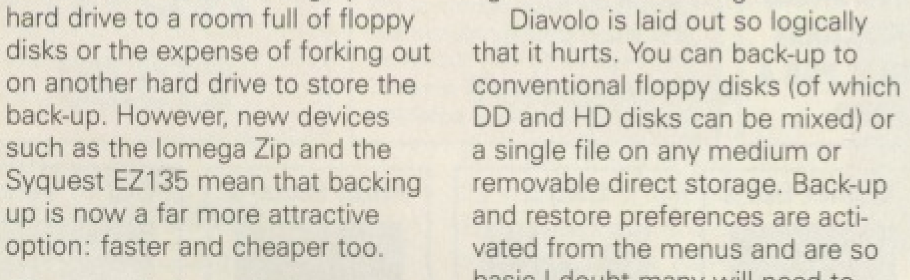
The key to Diavolo's excellent performance lies in the fact that it uses the Amiga's multi-tasking capabilities to the full. When you run Diavolo it sets up three sub-tasks. One reads the device to be backed up, one compresses the data and the last writes it to the back-up medium. Your machine is never waiting around. The CPU is in constant use while drives are busy doing their thing.

Diavolo, like AmiBack, uses XPK for compression. It comes with the FAST and NUKE library though the latter has been superseded by the impressive RAKE library. FAST is for 68000 owners and RAKE for everyone else. I backed up my Workbench partition twice, once with each library. The XPK FAST library only took three minutes 25 seconds and the resulting back-up was 13.5Mb in size. The same operation with the XPK RAKE library took five minutes 26 seconds but resulted in a smaller 11.8Mb back-up.

Oozing quality

File selection and filtering is superb in Diavolo. A directory tree is constructed with pretty MagicWB drawer icons. It's possible to move into the directory structure and highlight any and all files and directories for back-up or restore. The file scan times are astounding! Also, reading the directory structure from a back-up takes just a couple of seconds. When Diavolo is working away it can be iconified to a toolbar which neatly displays the progress.

If opting for the 'Pro' version of Diavolo the extra expense gains the ability to automate Diavolo to back-up at regular intervals. DBSchedule Preferences is akin to sophisticated automatic 'Cron' utilities. It works like this; you configure Diavolo to make a certain kind of back-up by altering the settings. You then save the settings and add them to the event in the DBScheduler package. DBScheduleDaemon should be running, having been placed in your WBStartup directory so it will activate Diavolo according to the DBScheduler preferences. The direct removable media support and image back-up (block by block back-up) is also only in the Pro version though you could still back-up to a file on removable media. The Pro version also adds support for backing up VLab Motion MovieShop projects.



▲ Diavolo's unique tree listview and powerful pattern matching functions adds to its overall quality.



▲ Diavolo's GUI is functional and based on MWB.

Choice of two

Diavolo is the best back-up package available. It is most likely to be useful for those able to back-up to high capacity storage devices such as Zips and tape streamers. Floppy drives users are probably still better off with the PD AmiBack. Amiga users who do have heavy back-up requirements can choose between the two versions but either way I cannot recommend Diavolo highly enough. I just love this package. ■

Mat Bettinson

DIAVOLO PRO 3.2

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga with Kickstart 2.x and above.

ease of use 95%
A case study in how to create an intuitive Amiga package.

performance 96%
Blindingly fast, feature laden and good looking. Yahoo!

value for money 91%
A little too expensive for casual users but an essential purchase for others.

OVERALL
A devilishly hot back-up package. Get it now.
94%

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HARD DRIVE UTILITIES

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PU 686	HD GAMES INSTALLER	Installs : Aladdin AGA, Alienbreed 2 AGA, Jungle Strike, MK2, and more
PU 772	HD GAMES INSTALLER 3	Inc: Steel Sky Flash-back, Sensi Soccer, Skidmarks 2, and more.
PU 898	HD GAMES INSTALLER 4	Arcade Pool Assassin, Dizzy, KO3 (AGA) Zool (AGA) and more
PU 917	LEMMINGS to HD, SETTLERS EDITOR	
PU 064	HARD DRIVE UTILITIES	Backup,fix, etc
PU 548	REORG V3.11	Disk organiser/optimizer
PU 574	DISK SALVAGE v211.3	Recover old files
PU 576	HD CLICK v2.7	Menu system for HD
PU 721	EPU STACKER v1.70	Increase HD storage
PU 668	SECURITY v3.71	Protect your HD
PU 425	MAGIC WORKBENCH	Attractive WB
PU 536	M/W EXTRAS	PU 704 M/W EXPANSION
PU 824	R. McVEY ICONS	Fab 16 col icons for above
PU 835/56	MAGIC WORKBENCH EXTRAS Vols 1-12	Lots of fab Icons, etc for Magic Workbench! (24 disks!)
PU 859	MAGIC SELECTOR	Random set-up MWB
PU 890	MR BACKUP PROFESSIONAL V2.1	
PU 828	MAGIC USER INTERFACE v2.3 (MUI)	
PU 871	ASSIGN MANAGERS	help with those assigns
PU 901/2	MAGIC TREK (2)	Lots of Startrek backdrops
PU 933	DATATYPES	Loads of datatypes

GENERAL UTILITIES

Code	Title	Description
PU 172	WORDPOWER	Solves anagrams crosswords etc
PU 204	GATORS TUTORIAL	Super D' Paint hints and tips
PU 207	SID2 + MULTIDOS	Transfer files; Amiga and PC
PU 230	PRINTER DRIVERS	Inc Seikosha, Star, & Citizen
PU 293-317	HAM RADIO SET	**25 disks for only £15.00**
PU 367	ESSENTIAL PRINTING UTILS	Banners, labels, etc
PU 697	TUDE	**The ultimate degrader and enhancer disk**
PU 683	CAPTIONATOR v2.0	TV titler. New fx, fonts, etc
PU 659	SCION v3.13	Geneology program
PU 728	ICONTOOLBOX v2.12	Icon creation utility disk
PU 761	MAGIC WORKBENCH 1.3	Now for 1.3 (HD)
PU 762	PC TASK v3.10	Latest version of this PC emulator
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PU 778	INTERNET UTILS 2	More useful programs
PU 799/801	TERM V4.3 (3)	Comms program
PU 821	GENTREE v1.5	A new geneology program
PU 822/3	GRAPHICS CONVERTORS (2)	Many are archived
PU 828	MAGIC USER INTERFACE v2.3 (MUI)	
PU 860	PROTITLER V2	Useful video titler program
PU 874	BLITZBLANKER V2.5	Very nice screenblanker
PU 897	MAGNIFICAD	CAD package
PU 924	MORSE CODE TUTOR v1.2	Learn morse code
PU 927	EFF INTERNET GUIDE	Beginners guide to the net

BUSINESS

Code	Title	Description
PB 019	BUSINESS LETTERS	Examples of tricky letters.
PB 020	TEXT ENGINE 4.1	Possibly the best 'PD' Wordpro.
PB 023	FORMS UNLIMITED	Nice program to create Forms
PB 030	THE MONEY PROGRAM	Attrctive budget prog
PB 038	BUDDBASE	Good database. Great docs for beginner
PB 046	PERSONAL DIARY	Simple electronic diary
PB 054	ACCOUNT MASTER	Intergrated home finance pack
PB 074	REMDATE v2	Address & phone, Calendar, etc
PB 075	INVOICER V2.1	Creates invoice from datadase
PB 078	TEXTPLUS v5	Archived for the Hard drive
PB 079	PHONE LOCATOR	Find the area of any phone
PB 088	EASYCALC v2b	Good spreadsheet. Latest version

EDUCATION

Code	Title	Description
PE 007/8	LEARN & PLAY(2)	Word/number games for ages 5-10
PE 027	AMIGA BEGINNER	Help and info on the Amiga
PE 035	KIDS DISK 1	Alphabet & Colours, for pre-school
PE 053	HIGHWAY CODE	Helps you to pass your test
PE 054	ARTISTIX	Super art package for kids
PE 058	WORD FACTORY	Brilliant spelling program
PE 077	GCSE MATHS	Several lessons and questions
PE 109	SPELLTRIS (n1.3)	Educational Tetris Game
PE 110/1	TREK GUIDE	Loads of StarTrek info in Hyperbook
PE 135	BEGINNERS GUIDE TO WORKBENCH 3	Tutor
PE 136	DPAINT GUIDE	Deluxe Paint 4 hints and tips
PE 142	KIDS DISK 7	Puzzles for the young on holiday theme
PE 155	BEGINNERS TYPING DISK	Typing exersices
PE 157	NIGHT SKY	Brill map of the sky. Names the stars!

GAMES

Code	Title	Description
PG 124	TOTAL WAR	A good game of RISK on the Amiga
PG 255	KINGDOM AT WAR	Battle with knights to rule land
PG 260/1	18th HOLE GOLF	Nice graphics, good golf game
PG 314/5	MR MEN OLYMPICS(2)	Frantic joystick waggler
PG 319	PROFESSIONAL BINGO	Prints cards, calls numbers
PG 325	MEGABALL 3 AGA	Best PD Breakout.
PG 345	SICKBALL II	Its the freakiest ping pong game ever!
PG 326	DART'S GAME	Nice darts game written with Amos
PG 333	ICERUNNER	(Disable CPU A1200)Like LoadRunner.
PG 334	GORF	Invaders & Galaxians. Copy of the arcade
PG 344	EXCELLENT CARDS	Includes 4 patience games
PG 383	ZOMBIE APPOCALYPSE 2 (AGA)	Brilliant & gorey
PG 399	BACMAN AGA	Very Good AGA Pacman
PG 401/2	STARWOIDS(2)	Wow! Skilful moonlander/gravity game
PG 404/5	WRESTLING (2)	Brill sound fx and action packed
PG 464	DANGER MOUSE	A DM 'Hunchback' game
PG 467/8	CYBERTECH AGA	Very impressive like Alien Breed
PG 486	DYNAMITE WARRIORS 2	Very good Dynablasters
PG 489	SUPERMEGA FRUITS	A brill fruit machine
PG 506	XENEX	Its like Asteroids but a little special
PG 508	ULTIMATE QUIZ	Quiz. More questions available
PG 514	DELUXE GALAGA v2.4	Brilliant SEU. classic game
PG 530/1	CHANEQUES	Super Lemmings clone. GET IT, (2)
PG 533	INDYCAR CHALLENGE(n1.3)	Racing management
PG 534	ASI XMAS SPECIAL	2 excellent platformers
PG 565	APPLEJACK	Its Mr Do. almost exact copy. Excellent
PG 576	POKERMANIA	Superb poker machine with extras
PG 596	JET SET WILLY 3 (AGA)	Super typical Spectrum
PG 600/1	SKIDMARKS CARS (aga)	4 New skiddy cars
PG 619	RASH PANIC	Just like the old arcade Space Panic
PG 620	DERRING DO	Best Mr Do clone so far
PG 624/7	CHILD MURDERER	(AGA)(4)Text+graphic adventure
PG 648	EXELLENT CARD GAMES III (AGA)	Great
PG 650	DELUXE PACMAN (AGA)	Excellent Pacman!
PG 682	FRIDAY NIGHT POOL	A great pool simulator
PG 683/4	DATASTORM (2)	Nice graphical adventure game
PG 689	MORTAL KUMQUAT 3(n1.3)	Great Beat em up
PG 690	MANGLED FENDERS	Stock car racing
PG 691	MASTERBLASTER 2	Best DynaBlasters?
PG 700	DELUXE GALAGAv2.6 (n1.3)	Super classic shoot up

MUSIC UTILITIES

Code	Title	Description
PT 093	OCTOMED TUTOR	A simple to follow tutor
PT 174	OCTAMED V4	Music package. Latest PD version
PT 178	OCTAMED 6 DEMO	Latest version. Demo
PT 229/30	XMAS MODULES	Lots of Christmas tunes

LOTTERY PROGRAMS

Code	Title	Description
PU 756	BALLS (AGA)	Most & least popular. Keeps track too
PU 757	NATIONAL LOTTERY (Liberty Software)	Shareware. scientific picker, powerful user editing system
PU 758	PRO LOTTERY (Shareware)	Pick random numbers. Also includes interesting 'random' vs 'average' info
PU 775	LOTTO LUNACY	Best pure PD lottery available?
PU 899	SUPER LOTTERY	Yet another good lottery predictor
PU 935	LOTTERY PRO	And another. Look good too

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ASI 27	Assorted card games
ASI 36	Wonderland, Donkey Kong
ASI 46	Checkers, Ouch!, City, Amiga Q
ASI 60	PipeMaster, Hunter, Chinese Checkers
ASI 65	Paranoids, Chess, Word Puzzles
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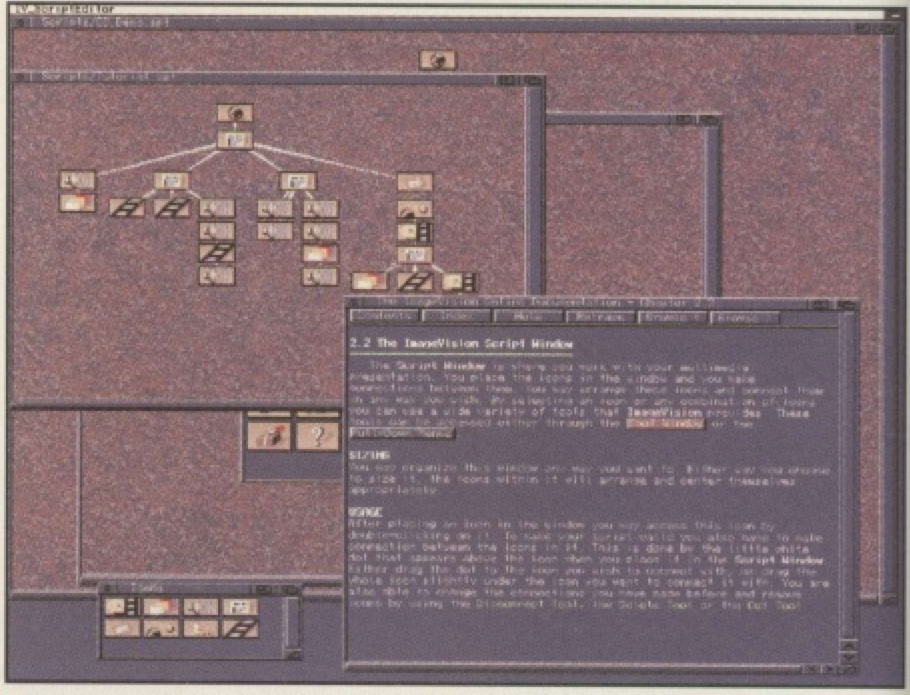
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ImageVision

■ Price: £99.99 ■ Developer: ImageLab Technologies ■ Supplier: Blittersoft ✆ 01908 261466

This latest software tool reminds us that the Amiga is still the best when it comes to multimedia.



▲ If you get stuck, press the HELP key for online documentation. In fact, this is the only documentation so make the most of it.

When software like this arrives, it's easy to start remembering what the Amiga is good at. And what is the Amiga good at? Multimedia of course: the combination of graphics, sound, animations and anything else close to hand to produce a 'presentation'. The history of the Amiga is full of multimedia authoring systems, from Deluxe Video and Amiga Vision to Scala.

ImageVision is the latest tool on the market and it is designed to make it as easy as possible to put together a presentation (interactive or not) consisting of static images, animations, text and sound.

If ever an application deserved to win awards for the appearance of its user interface, ImageVision would be up there on the podium faster than Emma Thompson at the Oscars. It's a real beauty, with floating windows, a textured backdrop and MagicWorkbench icons included as an option at install time. And, making it even more impressive, a CD-ROM disc is included as part of the bundle.

Drag and drop

The main window on the ImageVision screen is the 'Script window' and it represents the various processes which make up a multimedia project as icons. To add a picture showing routine, you drag across the picture icon from the tools bar. You think like the icons together to define the 'flow of control' through the project. Sounds pretty easy, doesn't it?

It really is easy too. Each icon can be double clicked and up pops the control settings where you can enter the name of the image to be displayed or the sound file to be played. In fact, it's so easy that no instruction book is supplied – all the documentation is in the form of online help. Normally I like a good thick book to explain the basics but the well written AmigaGuide document includes several tutorials and a good reference section and so I didn't miss the paper instructions too much.

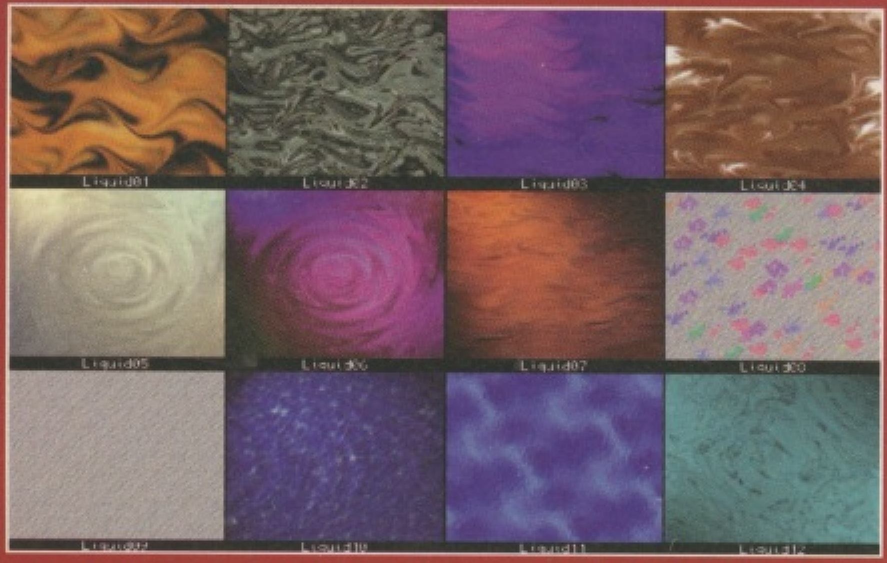
As well as the script display, there are two other editors: the Graphics Editor and the Click Editor. You use the Graphics Editor to design the pages in your project. For example, you may have a nice textured backdrop loaded from the CD-ROM in which case you would use the Graphics Editor to position text or load in a brush image.

Let's click

The Click Editor is used to outline an area on the screen which is sensitive to mouse clicks. Regions may be rectangles, ellipsis or polygons but all achieve the same thing: a move to another icon in the flow diagram on the Script window. This means there are no 'buttons' as such, only areas on the screen which trigger a move to another part of the project when clicked on. This means that it's hard to provide any visual feedback – a button won't depress

The ImageVision CD-ROM

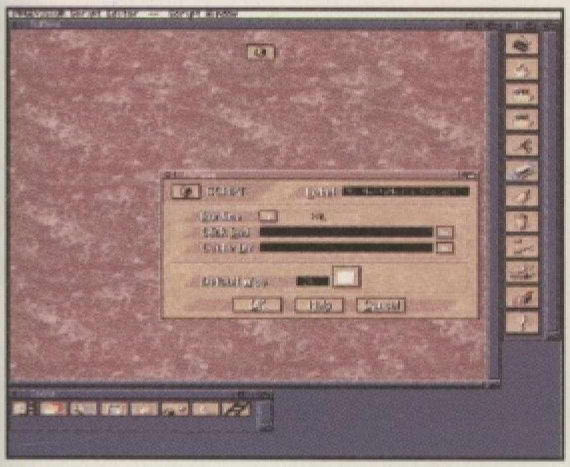
ImageVision comes in a CD style jewel case and contains one double-density floppy disk and one CD-ROM. The ImageVision program is contained on the floppy, so a CD-ROM drive isn't essential. It would be useful though, because the shiny disk is crammed with the sort of data which makes putting together impressive presentations easier than ever. On the disk are many superb textures in many different colours and resolutions, ready to use as the basis of a page in your project.



After the delight at the beautiful backgrounds, your excitement may wane a little as the rest of the disk contains some fonts, some buttons and symbols. Sound sound samples and three sound modules are also present, but more would be welcome.

The novelty of the CD-ROM cannot be denied, and I can only wish that other software companies think hard about using this media too. The extra convenience of having megabytes of resource material on hand makes ImageVision stand out from the crowd.

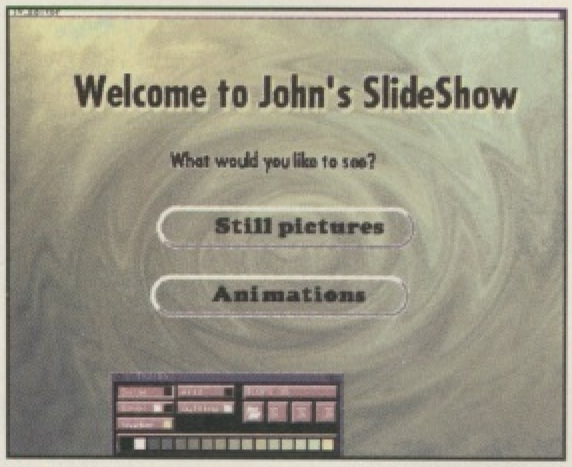
Creating a presentation with ImageVision



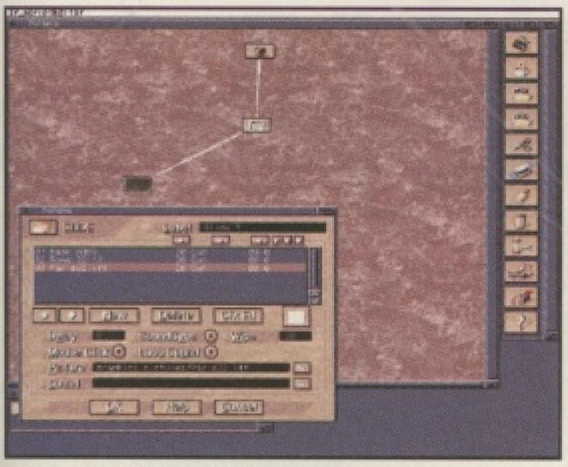
▲ 1. Start with a clean sheet. The first icon defines which of the two screen modes (PAL or dblPAL) the project will be displayed in.



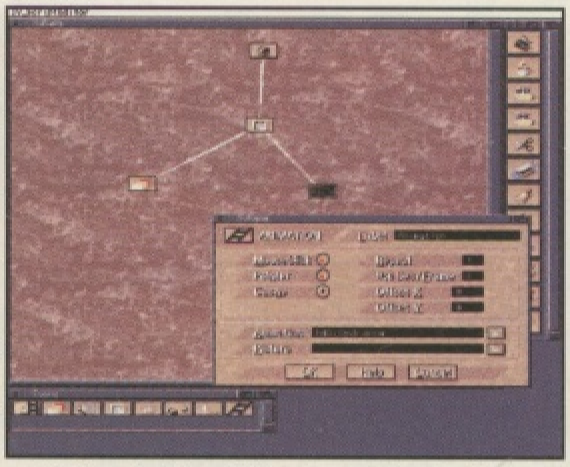
▲ 2. Add a tool, in this case a Menu icon. This allows our project to branch off into different options. Note that the icons can be placed anywhere in the Script window.



▲ 3. Edit the Menu screen in the Graphics Editor. Load in a texture from the supplied CD-ROM library and add some text (and brushes if required) on top.



▲ 4. Add a SlideShow tool. This allows a group of images to be displayed one after the other, either with a time delay or waiting on a mouse click. Sound effects or music can be added, and there are several different wipes to use.



▲ 5. Add an animation tool. Animations may be replayed from hard disk if they are large. MPEG and CDXL files can also be replayed. It's possible to load an image to act as a frame for the animation.



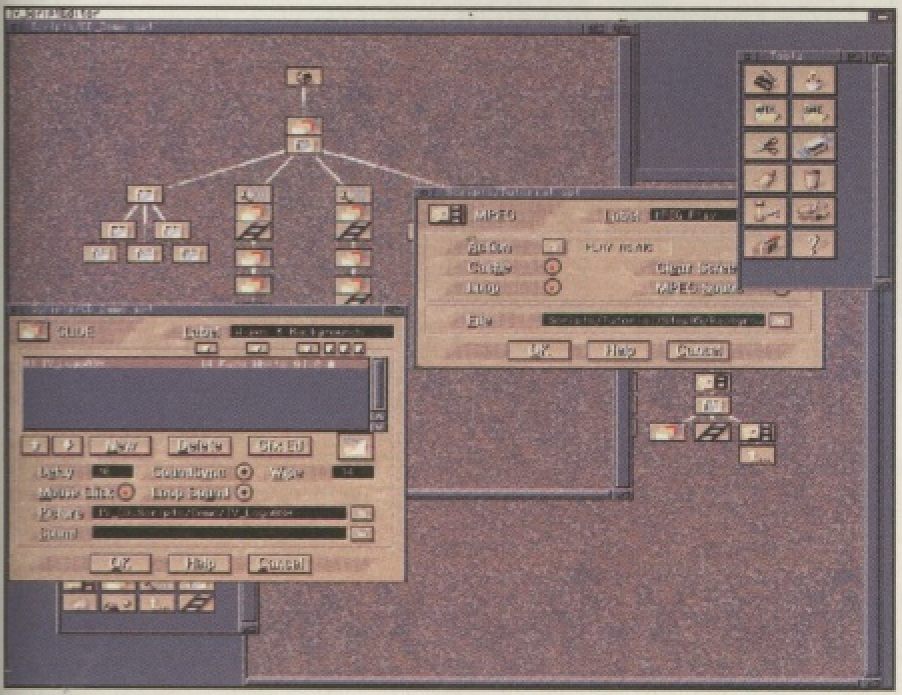
▲ 6. Return to the Menu screen and use the Click Editor to outline the buttons. Next associate them with the Tools they will move to when clicked. Voila! The finished multimedia presentation, ready for release or to be recorded onto videotape.

when clicked – which lessens the interactive element.

That's really all there is to it. There is no text-based scripting language underneath the graphical interface: the active components are the tools which display images and animations, as well as triggering sound effects and sound module playbacks. Animation support is flexible in that CDXL animations are allowed, and if you have suitable hardware (Pegger or Scala's MPEG replay board), MPEG playback too. Animation formats ANIM5 and ANIM8 are supported (no 7 sadly) and playback direct from hard disk is allowed.

No can do

It's easier to get across the level ImageVision works at by mentioning what it doesn't do: although there are several wipes to chose from to animate the screen displays, there are no built-in animation tools. If you want to create footage of a logo or text whizzing around the screen then you'll need to create a stand-alone animation in Deluxe Paint or something similar first. You can create vertically scrolling text by using the 'push up' wipe option but there is no horizontal alternative.



▲ ImageVision has one of the prettiest user interfaces ever. It's also one of the smartest, with multitasking allowing multiple windows onscreen at once.

Wired for ...

Sound effects are easy to add, and as with animations, long samples can be spooled from disk. Modules and samples can be synchronised to images which makes for snappy slideshows. However, unusually for a multimedia program, there is no support for MIDI. This flaw is compounded by a lack of an ARexx port or in fact any method of launching an external program. This makes ImageVision rather a closed shop, and limits its use in more demanding situations.

And so ...

Overall, ImageVision lacks the power and flexibility of programs like Scala and CanDo. However, thanks to the attractive interface it is tremendously easy to use: it's certainly a lot more fun than Optonica's MultliMedia Experience. Here's hoping that version 1.1 won't be the last and subsequent improvements will build upon what is a very impressive basic authoring tool.

ImageVision is perfect for knocking together slideshows, but the quality of the effects will depend on your skills with existing animation packages. ■

John Kennedy

IMAGEVISION

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: AGA chipset, 2Mb Chip Ram (1Mb fast for authoring), hard disk (5Mb free). CD-ROM drive and MPEG replay hardware recommended.

ease of use 95%
Superb "drag and drop" interface, only let down with one or two obscure gadgets and the lack of printed documentation.

performance 80%
Works well but lack of ARexx and other 'power features' may lessen it's appeal.

value for money 80%
Good, basic authoring software with the bonus of a packed CD full of goodies.

OVERALL
Solid but lacking power and flexibility for advanced users. **88%**

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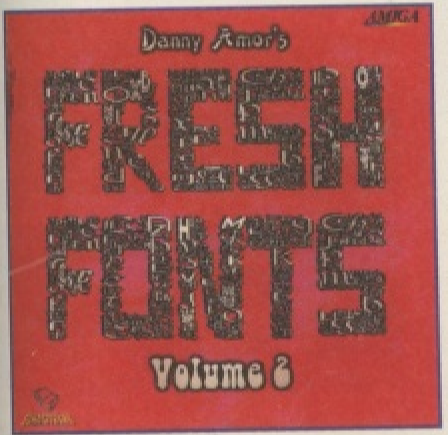
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CD-ROM Round Up

Forget about having the world on a string, now you can have it and anything you like on CD-ROM.

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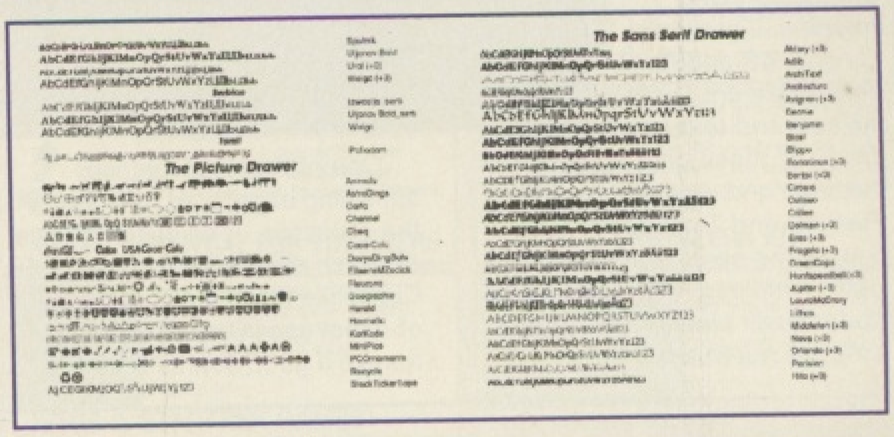


Fonts eh? Don't you just love 'em! OK so maybe 'love' is a bit strong choice of words but they do come in handy for all those DTP, graphics and video tasks.

The Fresh Fonts CDs are a great source of fonts, and Volume 2 now comes with a booklet that includes examples of all the typefaces on the disc, as well as all the fonts from Volume 1. They're divided into seven categories: deco, non-Latin, pictures, sans serif, script, serif and Thienen.

Each of the fonts is included in four different formats (DMF, Agfa IntelliFont, Adobe and TrueType).

You're bound to find what you're after among this lot as there's loads of variety.



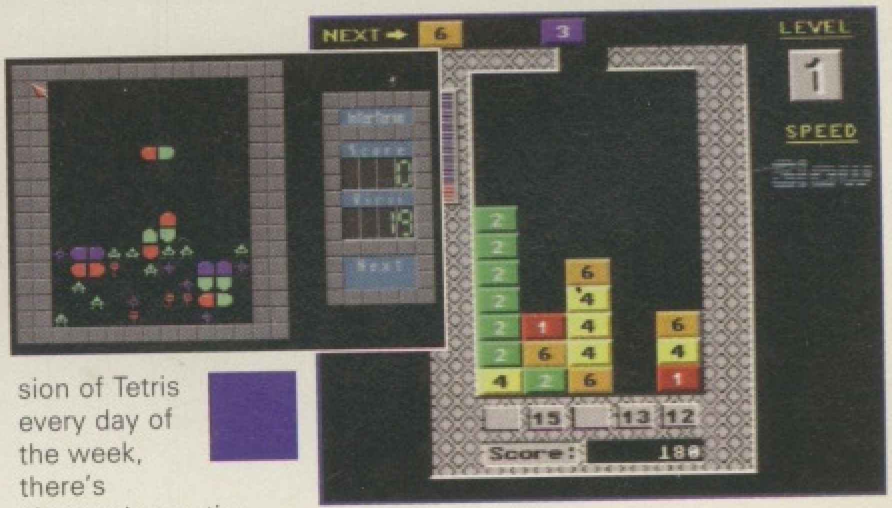
Available from: GTI, Zimmersmühlenweg 73, 61440 Oberursel, Germany (see ads for UK suppliers). Price: TBA.

90 %

Nothing But Tetris



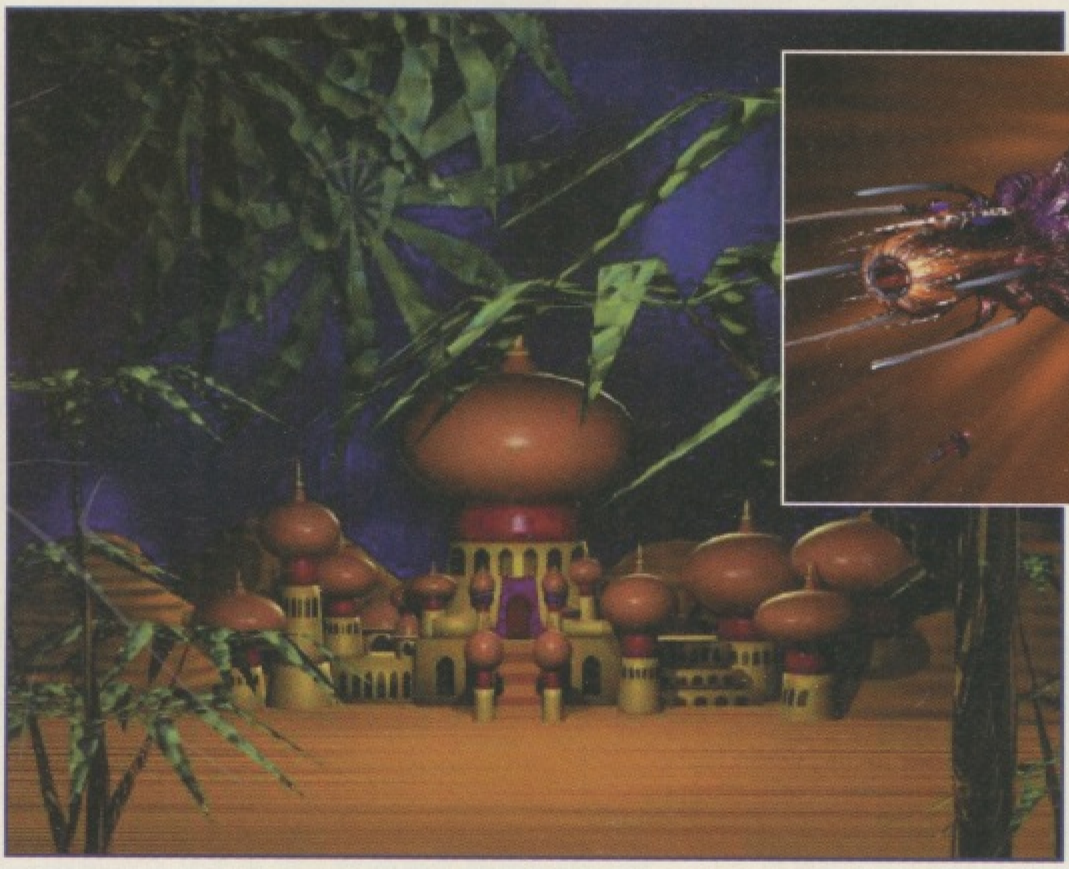
That's right, Nothing But Tetris. This is a complilation of over 70 variations on the Tetris theme. The game that started life on the Commodore 64 and then achieved superstar status thanks to its Gameboy incarnation has been rewritten and released on the Amiga PD circuit by just about anyone who can string two AMOS commands together. Most of them have been rounded up by Epic Marketing and put onto this CD. Not all will work on all Amigas, and even fewer will let you exit back to the Workbench. Some are better than others, some are further removed from the original Tetris theme, such as Dr Mario. Tetris fans are likely to find two or three that take their fancy and stick to those. However, if you like the idea of playing a different version of Tetris every day of the week, there's always that option. Needless to say, this is a disc for true Tetris addicts only.



**Available from: Epic Marketing, 138-139 Victoria Road, Swindon, Wiltshire, SN1 3BU.
Tel: 01793 514 188.
Price: £9.99 plus £1 P+P.**

70 %

3D GFX





Creating your own objects for 3D rendering can be the digital equivalent of building a model of Westminster Abbey out of matchsticks – fine if you've got the patience and time but most of us would rather get on with the serious business of rendering, keeping the object modelling sessions for those special personalised constructions. The 3D GFX CD, from the same people responsible for the 3D Arena disc, has plenty to offer 3D artists and animators using Imagine, Lightwave, Cinema 4D and Pov Ray. There are objects and textures for all of those packages and textures and extras for users of Real 3D and TrueSpace. Quite a few of the objects come complete withJpeg images to give you a quick idea of what they'll look like when rendered.

One of the most instantly appealing aspects of this disc is the collection of animations, most of which are ready to run from the CD. While these aren't going to be of direct use in your own renders, they're a good source of ideas and inspiration for future creations. If you have facilities for spooling MPEG movies you can view a few of those too. A demo version of Cinema 4D is also present, along with a generous selection of rendered images, filed into drawers according to which package was used to create them. Overall, a very neat, useful and accessible collection for all 3D animators and artists.

Available from: Peejay, 33 Iveagh Close, Victoria Park, London E9 7BW.
Tel: 0181 985 3850
Price: £21.99 including P+P.

91%

World Atlas





This is the kind of thing we were always promised CD-ROM would bring us. World Atlas is an atlas on a CD and is rather better than you might imagine. Primary school geography teachers take note.

Previous geographical reference CDs have consisted of poor quality maps backed up with slack production. World Atlas on the other hand is a very neat package which uses consistently detailed maps of the whole world. When you select a country you're presented with a sequence of maps of the same area which loop round, each detailing different features of the area in question. This is handy if you want to look up exactly where Aunty Agnus is living in the Ukraine.

The features can be paused with a mouse click. Information on each country is supplied in large text in a scrolling display, although this is generally rather basic, with population figures, primary industries and other general information.

World Atlas was compiled using Optonica's Multi Media Experience and while this is very apparent due to the interface and overall look, it's a good example of what can be achieved with the system.

A Quit button is one obvious omission, although the program can be closed with a Shift-X keypress. Even though it lacks any real depth as far as information goes, for a quick and easy visual reference guide to the globe, World Atlas is very attractive.

Available from: Wisedome Ltd, 6 Ivy Lane, Hounslow, Middlesex, TW4 5AW.
Price: £TBA.

82%

PD Scene

public domain

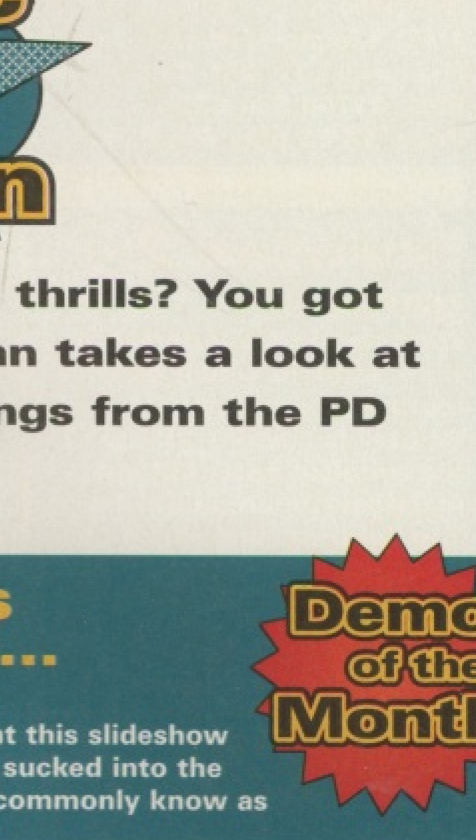
You want cheap thrills? You got 'em! Tony Horgan takes a look at the latest offerings from the PD goodie bag.

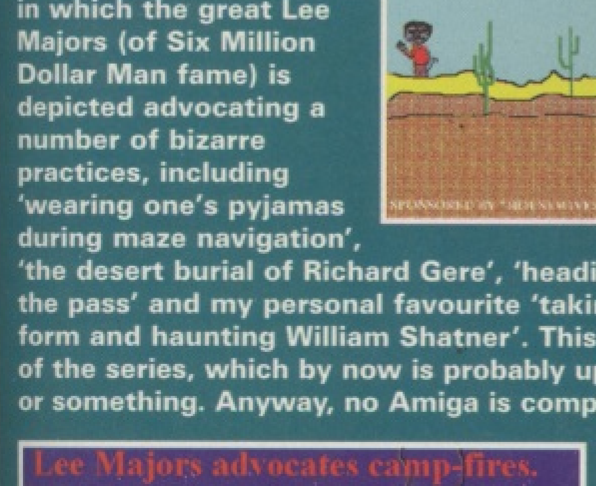
Lee Majors Advocates...

Demo of the Month

slideshow

I've found it! We were sent this slideshow some time ago but it was sucked into the void of anti-matter more commonly know as my bottom drawer. Now it's resurfaced, I thought it deserved an airing. It's a slideshow in which the great Lee Majors (of Six Million Dollar Man fame) is depicted advocating a number of bizarre practices, including 'wearing one's pyjamas during maze navigation', 'the desert burial of Richard Gere', 'heading them off at the pass' and my personal favourite 'taking on the spirit form and haunting William Shatner'. This is volume seven of the series, which by now is probably up to number 1325 or something. Anyway, no Amiga is complete without it! Get yours now.





Available from: Benjamin Cowdall, 23 Barn Way, Cirencester, Glos. GL7 2LY. Price: £2 including P+P.

95 %

Pic It

game



'Say what you see' is the irritating catchphrase from the irksome, in my opinion, presenter of the TV quiz show. That's the basis for Pic It. It's a multiple choice general knowledge quiz in which up to four players can take part (there are no computer controlled opponents).

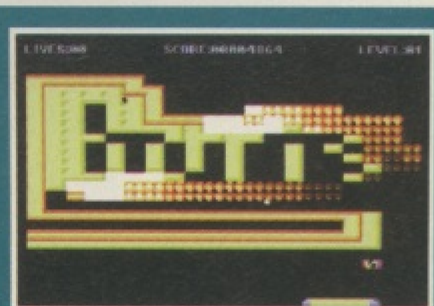
A picture board is covered with nine squares which flash in a random order waiting for a mouse click. Depending on which square was highlighted when you click the mouse, you'll get a question based on one of a few subjects, such as geography, science, sport and so on. If you answer the question correctly the square disappears to reveal part of the picture behind it. There are two sets of pictures: famous faces and phrases. The object is to amass as many points as possible in the quiz and put a name to the face or guess the phrase before your opponents.

Pic It is one of the better 'pub quiz' style games to have cropped up, and although it probably won't take long to exhaust the question banks, it's plenty of fun for trivia fans while it lasts. An extra disk of questions and pictures is available from the same address for £3.

Available from: Rob Massey, 9 Yoxall Road, Shirley, Solihull, West Midlands B90 3SD. Tel: 0121 745 1011. Price: £1.50 including P+P.

65 %

Boris Ball



I haven't played an Arkanoid clone for a while, so this was a pleasant trip down memory lane for ten minutes or so. If you're a saddo sample spotter like myself, you can glean extra entertainment by identifying the sounds effects which have been grabbed from a diverse range of sources, including Rolling Thunder, the classic platform shoot 'em up coin-op of yesteryear. Recommended if you need a decent bat and ball game.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493 580. Price: £3.99 including P+P.

77 %

Teeny Weenys
game



The obvious comparison here is with Lemmings, because the idea of the game is to guide your 'Teeny Weenys' to the exit of each level, using a bank of remote controls and any objects you find along the way. These will help you bridge gaps, blast holes in obstructions and so on.

Fans of cute and colourful games will find plenty to fawn over, even if the sprites look like they've come straight out of Lilliput. If you're easily annoyed by intrusive and repetitive sounds effects you should turn off the musical option before the effects drive you insane. This is one of those games you can take at your own pace (although there is a short time limit on each level) and as such would be well recommended to the younger Amiga gamer – it's more about exploration and logical thought than manual dexterity and reactions.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493 580. Price: £3.99 including P+P.

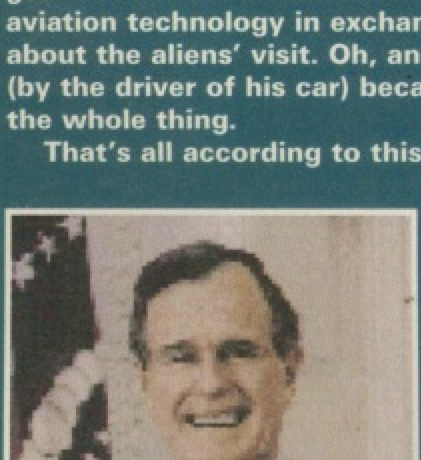
80 %

Liars
AGA demo



Talk about conspiracy theories! This demo from Nerve Axis has enough to feed the most paranoid imaginations for years. Most of the demo is taken up with a trip hop sound track and captioned pictures detailing how various American presidents have been involved in alien cover ups for the past half a century. Apparently a band of aliens gave the American government the information needed to develop its 'Stealth' aviation technology in exchange for not disclosing details about the aliens' visit. Oh, and John F Kennedy was killed (by the driver of his car) because he was going to expose the whole thing.

That's all according to this demo of course, and who am I to question it? As if out of obligation, there's a short section of wobbly graphics between the conspiracy theories and the credits. If you've got video tapes of every episode of the X-Files arranged in alphabetical/chronological order on your shelves, then this is for you.



Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834 335. BBS: 01704 834 583. Price: £1.50 plus 75p P+P.

76 %

Roswell Crash Slides
slideshow



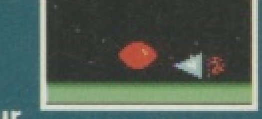
Yet more alien conspiracy theories, this time it's the Roswell Incident. The story goes that some aliens crash landed in America some time ago and were captured. A post mortem was carried out and filmed, which showed an archetypal alien figure being dissected. We don't have room here for the debate on its invalidity but it is quite interesting all the same in a kind of 'how do they do that?' kind of a way. The pictures are small greyscale GIFs which are rather slow to load (IFFs would have fitted and would have been faster). A useful addition to the collection of any alien fan.

Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834 335. BBS: 01704 834 583. Price: £1.50 plus 75p P+P.

71 %

Scrotax 2
game





What an unfortunate name for a game in which balls feature so prominently. Scrotax is a shoot 'em up of the simplest order but still maintains an original twist. You control a ball which constantly bounces up and down – all you can do is shift it left or right. Aliens appear from the right of the screen and zoom across to the left. Your objective is to shoot them and avoid bumping into them. Sad, simple stuff but it may find its takers.

Available from: Your Choice PD, 39 Lambton Road, Chorlton, Manchester M21 0ZJ. Price: £99p including P+P.

66 %

Radar Issue 2
disk magazine



Now get this: Radar is the OFFICIAL Pennine Amiga Club International disk magazine, not just some unofficial imitation! What would possess someone to make an unofficial version is beyond me but rest assured: this is the official mag!

It's come on a lot since the first issue. There are enough articles to make quite a good read, including reviews of commercial and PD software, hardware reviews, letters, opinion columns, adverts, a reader survey, news and plenty more too. While you read there's a choice of three hackneyed modules to tap your foot along to. If it's a clubby low-end games and PD kind of vibe you're after, then Radar is worth a read.

Available from: Stephen Parker, Hillfoot, 51 Station Road, Baildon, Shipley, West Yorkshire BD17 6HS. Tel and fax: 01274 585 332. Price: £1.00 plus 75p P+P.

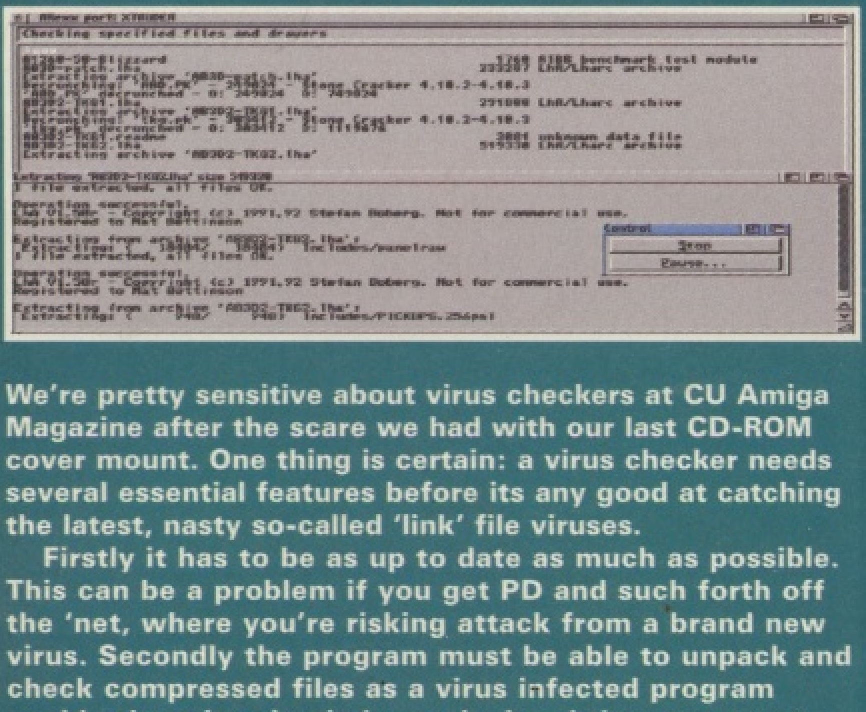
60 %

PD Utilities

public domain

This month 90% of the utilities are from Your Choice who have come up with a cunning plan to enable Amiga owners without access to the net to get their hands on the invaluable Aminet files. Nice one.

XTruder 2.4
Virus Checker



We're pretty sensitive about virus checkers at CU Amiga Magazine after the scare we had with our last CD-ROM cover mount. One thing is certain: a virus checker needs several essential features before its any good at catching the latest, nasty so-called 'link' file viruses.

Firstly it has to be as up to date as much as possible. This can be a problem if you get PD and such forth off the 'net, where you're risking attack from a brand new virus. Secondly the program must be able to unpack and check compressed files as a virus infected program could otherwise simply be packed and then not recognised by the checker. Lastly, and this is something which I've only really seen VirusZ and XTruder support, the virus checker must be able to scan the contents of LHA or LZX archives.

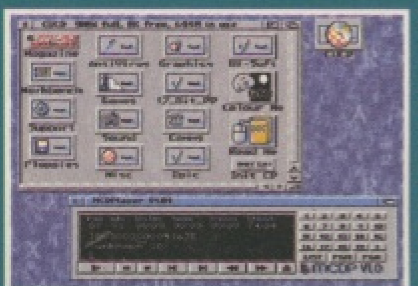
Xtruder does all this and while it doesn't have a small inoffensive GUI like Virus Z, it is still highly configurable with a mass of powerful features such as automatic time scheduled virus scanning. This is probably what makes XTruder the choice of BBS operators who must always be on guard. It's always a good idea to have a couple of packages keeping watch on your hard drive and as Xtruder is a high quality, feature laden virus checker, it's just about essential to organise a copy every time an update appears. Thankfully you need only update the libraries.

Available from: Your Choice, see box out on page 87 for details. Aminet path: util/virus/Xtruder24.lha (282K)

92%

AmiCDFS 2.6
CD-ROM filesystem

Utility of the Month



AmiCDFS is amazing. It's the fastest CD-ROM filesystem I've ever seen. Check out these benchmarks for copying Aminet9's tools to RAM: AmiCDROM 1.15 = 72 seconds. AsimCDFS 3.5 (commercial) = 56 seconds. CacheCDFS 2.6 (commercial) = 44 seconds. AmiCDFS 2.6 = 35 seconds. How can it be? PD software (even uncrippled) performing far better than expensive commercial alternatives! What's more, AmiCDFS even works with the atapi.device for IDE CD-ROMs on Amigas. This is most definitely utility of the month and even though the author doesn't demand a shareware fee, he darn well deserves it. Only a fool wouldn't use it to read the next CUCD.

Available from: Your Choice. Aminet Path: disk/cdrom/amicdfs26.lha (121K)

96%

Iconian 2.97
Icon Editor



For creating and editing your own icons Iconian is simply the best package there is (that I've seen anyway). You can zoom in and out of the editor and use any of 15 drawing tools. Importing IFF pictures and turning them into icons is little trouble. The menus are packed with serious features from colour and palette options to user macro definitions. Typing text in any font and style into the icon, painting, filling and including brushes etc is a piece of cake. There's only very minor restrictions which are lifted by the $15 shareware fee.

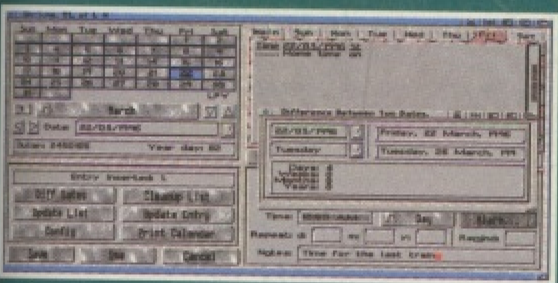
Available from: Your Choice. Aminet path: gfx/edit/Iconian2_97.lha (322K)

90%

Everyday Organizer
Personal Organizer

I needed this utility. I need to get organised. So Everyday Organizer was recommended to me by some 'net buddies and boy oh boy does it look good. Based on MUI, it might not look like everyone's cup of tea but it's sure got what it takes. There's several different organizer clients in the package. 'Locate' is an essential address book that has a search facility. 'On Time' is an event scheduler which is shown in the accompanying screenshot here. This can tie in to the next package 'Alarmist' which will be activated on startup and audibly warn of any important events. On Time is amazingly comprehensive. I loved the date calculation function which gives the time between two dates to get an idea of how far away it is.

Some support programs included 'Talk' which is a replacement for the Say command but with many more features and 'Sam' which is a datatype sound player. Finally 'Coder' encrypts files from prying eyes. Overall a lovely professional package and 100% freeware. If you need organising like I do, get it now.



Available from: Your Choice
Aminet path: biz/misc/EO10.lha (215K)

78%

How to contact Your Choice

Almost everyone has heard of the Aminet archives on the Internet, the largest collection of Amiga software in the world. 'Your Choice PD' has come up with an excellent option for Amiga users with no net access. Your Choice has packed the massive Aminet index file including a search utility/browser on to two bootable floppy disks. By sending £1.00 plus 70p P+P to Your Choice, you can then browse the index, select as many Aminet files as you like to fit on as many floppy disks as you care to order. Each floppy disk of Aminet files costs £1.50 + 70p P+P per order. Your Choice can be contacted at 39 Lambton Rd, Chorlton, Manchester M21 OZJ. Tel: 0161 881 8994.

Vark 12
Utility compilation

Another Vark util compilation which packs a lot of stuff on the floppy for your quid. Much of it is excellent material which I've not even seen on the Aminet. Included is another CD filesystem re-written from the AmiCDROM source. Although not as good as AmiCDFS, it's still capable. There's also an updated screen driver for ShapeShifter which is much faster than the original and the Breathless 1.1 engine update is there too. The excellent FastExec program speeds up machines with fast memory and an IFF to ASCI producer plus details to fix the floppy drives on AT's new A1200s. Also useful are an ASL file requester patch to make directories appear first, a hard disk RDB back-up program and the excellent UrouHack utility which makes windows look amazingly different. This is a superb. Just one thing though Vark, make it accessible from WB please.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW1 6JE. Tel: 0181 4551626. Price: 90p plus 50p P+P.

88%

CyberShow 6.0a
Picture Viewer



CyberShow is different from your standard picture viewers. Firstly it doesn't support any special custom screen modes such as HAM. All it does is display the chosen pictures on a public screen in a window. The more colours the screen has the more accurately CyberShow can render the picture (if it has a lot of colours). CyberShow was really designed for GFX board users who run the CyberGraphX RTG system.

This system can actually open standard intuition screens in up to 24 bit colour depth. CyberShow will produce a proper true-colour picture in a window of photorealistic quality. It's very handy and a one of a kind for GFX board users, but it's also still very useful as a picture viewer for Workbench. This is because of the staggering array of picture types supported, including IFF, PhotoCD, Jpeg, PPM/PGM/PBM, QRT, Targa,PCX,BMP, TIF, EGS7, DEEP, YUV, VLAB, RGB and a whole lot more, plus any datatypes available. It will even busy itself loading the next picture while you're viewing the last in slide show mode. There is a major catch though: it only displays greyscale unless it's registered which costs 30 German DM or about £15. It could be worth it though.

Available from: Your Choice. Aminet Path: gfx/board/cybershow60a.lha (98K)

88%

StarBlank
Screen Blanker

It's a compilation of screen blankers. I never saw the problem with turning the monitor off myself. Seriously though, I use the screen dimmer in MCP for functionality to avoid the very real threat of phosphor 'burn-in' which can and does leave images permanently on your screen if it's left showing a bright display for too long.

Blankers (or screensavers)are really for fun and this is an entire collection to have a laugh at including StarBlanker which gives the disk its title. This provides your screen with a nice moving starfield.

Others include Zodiac, Twilight, Rotor, Spliner, FracPlank, Star, PBlanker, FancyBlanker (which kept guruing on me, so I can't comment on it) and a hell of a lot more. All have their own peculiar graphical effect on offer. Some are better behaved than others, most are at least commodities so they can be removed and have their preferences appear by talking to them with the Workbench commodities exchange program.

The best effort on the disk was BServer which had a range of blankers which it would choose from random or by your own preference. It will also use you desired screen mode and some of the effects are quite neat for pose value.

Available from: Roberta Smith DTP,
190 Falloden Way, Hampstead Garden Suburb,
London NW1 6JE.
Tel: 0181 4551626.
Price: 90p plus 50p P+P.

77%



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Amiga Environment
What is your Amiga? Why is it so special? What is the 'scene'? Who are Amiga Technologies and what do they do?

The Amiga Hardware
Inside, outside, ports, chips all explained

Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks

Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined

Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed

Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed

Getting Your Words into Print
Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software. The Amiga Technologies Internet pack taken for a test drive.

General Arena
Emulation, Operating Systems, Storage Systems, Amiga in Business, Multimedia etc etc etc

The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments. Amiga "Visions" - the companies that will bring us innovative products in 1996. We interview Intersect Developments, Fields of Vision and more.

And Finally
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Also!

- Full version of DOpus v4
- Full version of Octamed v5.04
- Other full programs (TBC)
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The world's first truly AGA multimedia, interactive compact disc. Designed for beginners, new users through to intermediate (and higher!) levels, it helps an Amiga user understand more about their computer and what it is capable of. Covers many subjects from raytracing to the Internet and from programming to music. Many 'well-known' experts and Amiga-buffs are contributing to this CD. They offer help, answers, tips, tricks and more. Want to know how the experts create a WWW page? Global Internet show how! Stuck using Internet software? John Kennedy explains all. Also contains forums, opinions and a look to the future with top Amiga developers. Comes with a FREE bonus beginners section with commercial programs, commercial demos and all the PD you need to Get Started, all ready-to-run. If you have an AGA Amiga with a CD player, then get this. PC multimedia CD's are here!



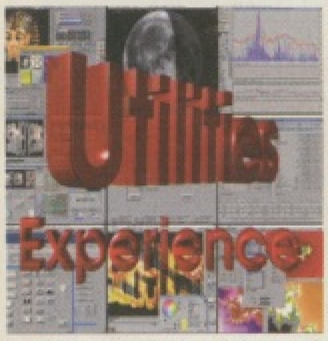
German version due September 96.

And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Ed Wiles	- Octamed in Depth	- Octamed Expert
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- 3D Architecture	- V.S.I.
Mark Thomas	- WWW Design/future	- Global Internet Ltd
Danny Amor	- The CD and German Mkt	- Freelance Writer
Jason Jordache	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
David Taylor	- Storage, Emulation	- Freelance Writer
John Kennedy	- Internet etc etc etc!	- Paragon (Freelance)
Jeremy Ford	- PD Section	- Ground Zero Software
Justin Joyce	- Amiga DTV	- Axiom Video Services
Andrew Campbell	- AMOS 'Hands-on'	- AMOS Programmer
Richard Bannister	- Music (Soundstudio)	- MED Users Group
Spencer Jarvis	- Imagine 'Hands-on'	- Imagine Users Group

Out May 1996
[AGA/4MB Amiga] *only*......... £24.99

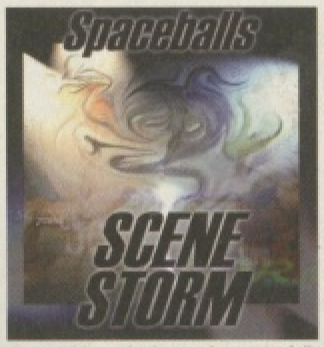
NEW! UTILITIES EXPERIENCE



NEW from the makes of **NFA AGA Experience CD** - Utilities Experience: The Amiga is renowned for it's Public Domain software. Particularly the utility and tools software stands out as generally very high quality. Ever since the Amiga inception programmers (sometimes as a hobby, sometimes commercially) have developed programs such as ReOrg, Disk Salv, SnoopDOS, Virus Checker, Tools Daemon etc etc. How many times have you seen a disk re-organiser (ReOrg) or a snooper program (SnoopDOS) released in the commercial world? Hardly ever! Simply because these PD programs are so good! This CD contains disk programs, screen blankers, comms utilities, file managers, patches, updates, music tools, graphics utilities and plenty of the latest shareware programs. The Utilities Experience CD allows you to quickly and easily work through an amazing number of different programs in order for you to find your favourite. As with the NFA AGA Experience and the Zoom release 2 CD's, Utilities Experience contains both ready-to-run and DMS programs in an easy-to-use MagicWB environment. If you want a great and complete source of utilities and tools then this is the place to look! This CD should be available at the WOA show.

OUT APRIL - ORDER NOW!! **£14.99**

NEW! SPACEBALLS present........ SCENE STORM



Scene Storm is a glorious feast of tempting eye candy produced by the legendary SPACEBALLS.
Amazing graphic and audio delights to show your friends what the Amiga can really d... This CD is packed with every major scene production from 1995, including all the relea... es from The Party 5 held in Xmas 95. Exclusive Digital Candy material is also includ... ranging from music competition entries to a complete Development suite. Scene Stor... features an easy to use Magic Workbench interface that is simple to set up and a joy t... use. Much of the contents of Scene Storm are presented as ready-to-run files throug... custom designed icons. No more trawling through archives and filling your hard disk wi... files. Includes: Productions from over 20 Scene Parties held throughout the world in 199... All the best demos and intros from the last year, slideshows, music disks, the most po... ular disk mags and charts. Exclusive modules taken from the coolest demos as well a... entries from Digital Candy BBS Music Competitions. A complete development suite th... will allow you to learn how to code your own demos. Development utils are include... along with exclusive and easy to follow source code. All purchasers of Scene Storm that own a modem can register to qual... for 3 months free downloading of the latest scene files from Digital Candy Bulletin Board. This would normally cost £15. Th... BBS is classed as *the* 'scene' board in the UK! Place your order now as this will be the hottest selling CD throughout Europ...

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ZOOM



It's HERE! Zoom release 2 - now in ready-to-run and DMS format! Do you want the latest PD CD-Rom that contains the latest PD to April 1996? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the co-author of the superb new Get Started CD - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early April 1996 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want 650MB's of the latest PD, then look here! Two formats - ready-to-run and the DMS format (for shops etc). The pictures below show the enhanced DMS interface in action.



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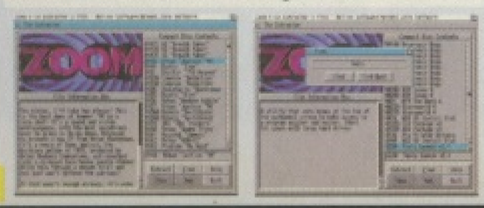
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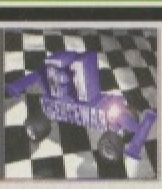
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F1 LICENCEWARE
volume one - F1-01 to F1-100



Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. All programmers receive a royalty for every CD sold.

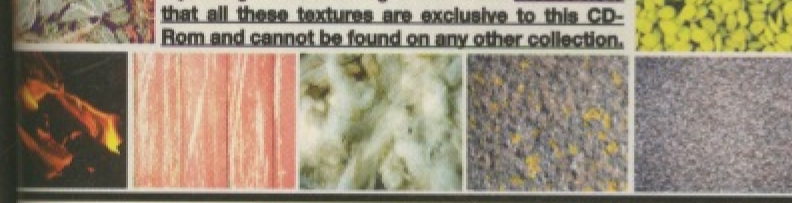


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TEXTURE PORTFOLIO £29.99

...is collection of textures has taken a staggering 5 years to complete. ...antasmagoria are a professional graphics company, based in Bristol. ...ey have been providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF format for video titling applications. The various sections include Abstract - Phantasmagoria, Abstract - Oil Paints, Abstract - Mixed, Animal Skins, Clouds, Fire, Food, Masonry, Rock, Metal (6 sub-sections), Water, Wood Bark, Wood Grain, Miscellaneous. No wasted space on this CD-Rom - a collection of extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. An ideal complement to a raytracing CD such as Light Rom 3 etc. **Please note that all these textures are exclusive to this CD-Rom and cannot be found on any other collection.**



NFA AGA EXPERIENCE - VOLUME 2

So you were impressed with AGA Experience volume one?! So was the Amiga press! Hot on its heels comes a brand new release......NFA AGA Experience volume 2! Following the same trend as the first, but offering even better value for money, it contains loads of new and exclusive AGA material to show friends the capabilities of your AGA machine, at a low, low cost. This contains AGA utilities, demos, games, tools, slideshows, animations and more! Compiled (in a similar style to Zoom release 2) within a Magic WB environment, it makes access superbly easy. This CD is going to sell like hot-cakes at the World of Amiga show - order your copy before stocks run out!!

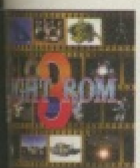
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FASTER DMS's - The DMS files now unpack more quickly, so you can get at the files you want even quicker! Plus the MagicWB environment makes it instant!
MORE READY-TO-RUN SOFTWARE - Now there is a lot more software ready to run straight from the CD. There are less troublesome DMS files than before!
MORE FLOPPY DRIVE FRIENDLY - Users without Hard Drives will find this CDworks better than the first one. We have even included boot-disks for most ofthe popular A1200 CDROM drives!
LESS 'BABE' SLIDESHOWS AND PICTURES - We have not included any of theboring and unoriginal swimsuit slideshows that you will find on other inferior CDs. These are really just padding, and we would rather use thespace on this CD to bring you only THE BEST software around!
A SELECTION OF UN-DMS PROGRAMS - We have placed every program we couldfind to decompress DMS files on the CD. This makes it a piece of cake to getat the DMS files - either through double-clicking in Workbench or theinterface of your choice. It's so easy!
MORE CD32 FRIENDLY - Due to some bugs in the Amiga operating system, the first AGA Experience did not work perfectly on a networked CD32 - we have hopefully worked around these problems, and the result is a real treat for CD32 owners!
ALL NEW AGA-ONLY SOFTWARE - Since the release of the AGA ExperienceVol 1, there has been a massive amount of new, top-quality AGA software. Virtually nothing has been repeated on this CD from the first one. We now have many new sources of software, to ensure a constant stream of quality titles.
NEW USEFUL UTILITIES - After hearing some of the comments from the magazine reviewers, we decided to create a drawer containg useful tools. Insidethe 'Useful' drawer, you will find an icon to copy DMS files to RAD: instead of DF0: (speeding it up enourmouslly), TUDE (to make more demos/games run on 030+),and some boot disks for this CD! Something for everyone...PLUS MUCH, MUCH MORE!! - Like exclusive game demos from the Amiga' stop publishers, Exclusive version of AWeb for HTML Web page-like docs, More detailed contents listings, compatibility details on the AGA demos etc. etc.

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Art Gallery

If you think you can do any better than this month's superb selection then send them in to the usual address. Go on.





These pics were conjured up using CU Amiga Magazine's Imagine cover disk using an A4000 with 10Mb. Thanks to Tony Evans, South Wales.



This picture of a wild west bar room was Emailed in by Thomas Zandere, hhtp:www.pimpernel.nl He created it using Imagine on an Amiga 3000.



DPaint on an A1200 was the package Jon Court of Glasgow chose for his 'Miss America' picture.





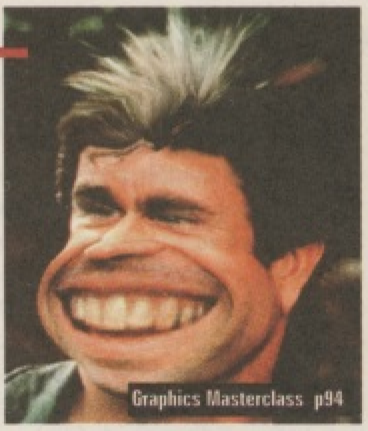
Grame Kennedy, Canada, supplied a whole chockload of pictures all created on an A1200 with 40Mb HD. These two were both hand drawn using DPaint V and then reworked using Starburst.

AMIGA workshop





Imagine 3.0 p92



Graphics Masterclass p94



Points of View p116

Regulars

The new Walker has been causing a lot of controversy on the net and in the office. Its unusual design is attracting comments from all quarters. Points of view and NetGod both centre around this latest piece of technology from AT. When you finished with the Walker debate don't forget to tuck into our usual section of tutorials, question and answer pages, readers letters and top subscription offers.

Lights, cameras and the Action Editor

Imagine 3.0

PART 4

The Action Editor is where it all happens with Imagine 3.0. Want to grab some? Here's how ...

It may look confusing but the key to Imagine animation is mastering what happens in the Action Editor. It's where all the most subtle and yet powerful options are hidden away.

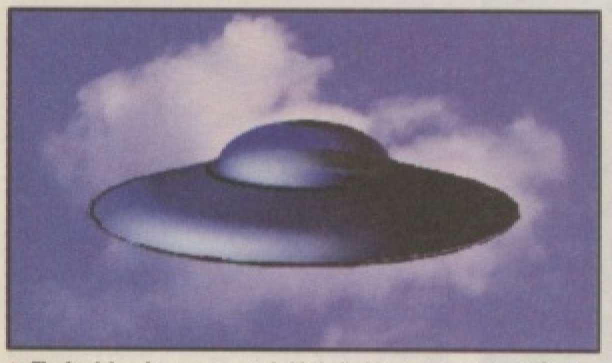
There are two reasons for using the Action editor. First of all, it defines how the objects loaded and placed in the Stage Editor change over time. Animations are fine-tuned here. You can create roughly what you want to happen in the Stage Editor and then control it to incredible accuracy in the Action Editor.

The display is of a grid, with the objects listed vertically and the frames in the animation listed horizontally. Every attribute of the objects can be controlled individually for each frame or the objects can be made to morph from one setting to another. As Animation is such a huge subject, we'll start our look at the Action Editor by examining its secondary purpose: controlling the global appearance of the world which you are rendering.

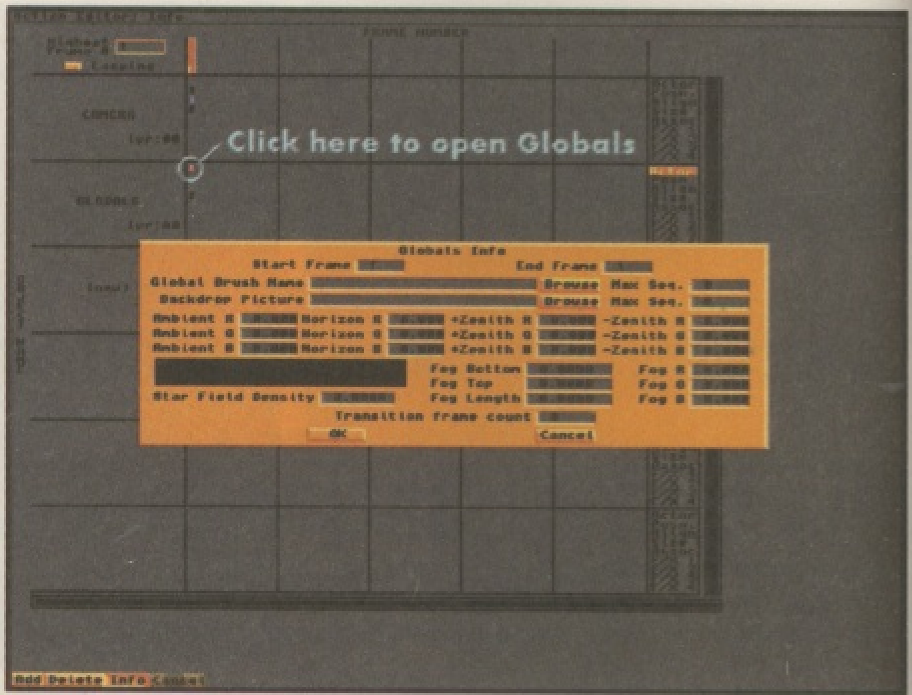
Globals

Every time you start Imagine, two special objects appear in the Action Editor display. The first is the camera, which always needs to be present otherwise it would be impossible to view anything at rendering time. The second is called 'Globals' and it defines the environment of your virtual world. You can open up the Globals object by clicking on its entry in the Action Editor Grid. Click on the coloured bar in line with the 'Actor' setting. This should open a requester like the one in **Figure 2**, from where you can adjust the various settings.

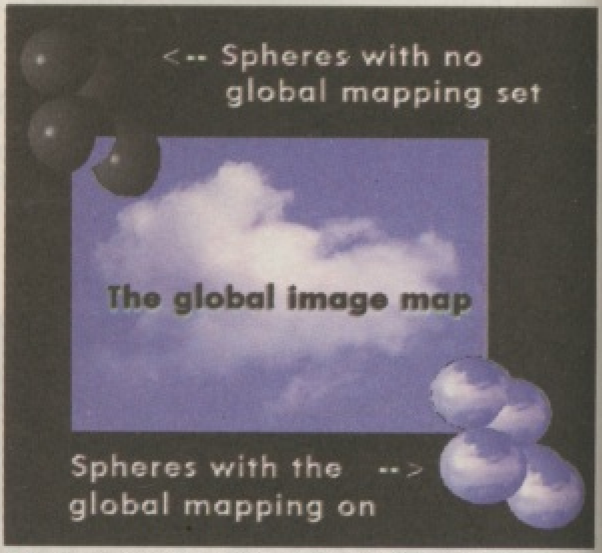
We'll now go through the settings one by one. To see anything sensible, you should go back to the Stage Editor and load and position some objects including at least one light source. You can then try adjusting the Globals settings and go back to the Stage Editor for a QuickRender or move to the Project Editor to render the scene in detail. The Global Brush does not appear directly in a scene, however if any of the objects present are reflective you will see evidence of it. Imagine you want a shiny logo to appear against a black background. What would you see reflected in the shiny material? Unless you have a global brush, you won't see anything reflected which makes for a boring image. Use a digitised image of clouds or even a blurred image of blue and white air-brushed patterns to make your reflections more interesting. The Global brush can be any size, and will show up in either Scan line or Ray Tracing modes. Click on the Browse button to bring up a file requester.



▲ The backdrop image appears behind all objects in a scene and it is ideal for creating an interesting background for your picture.



▲ Figure 2: you can adjust the settings very easily from within the Action Editor. Just click on the bar in line with the actor settings to open a requester such as this.



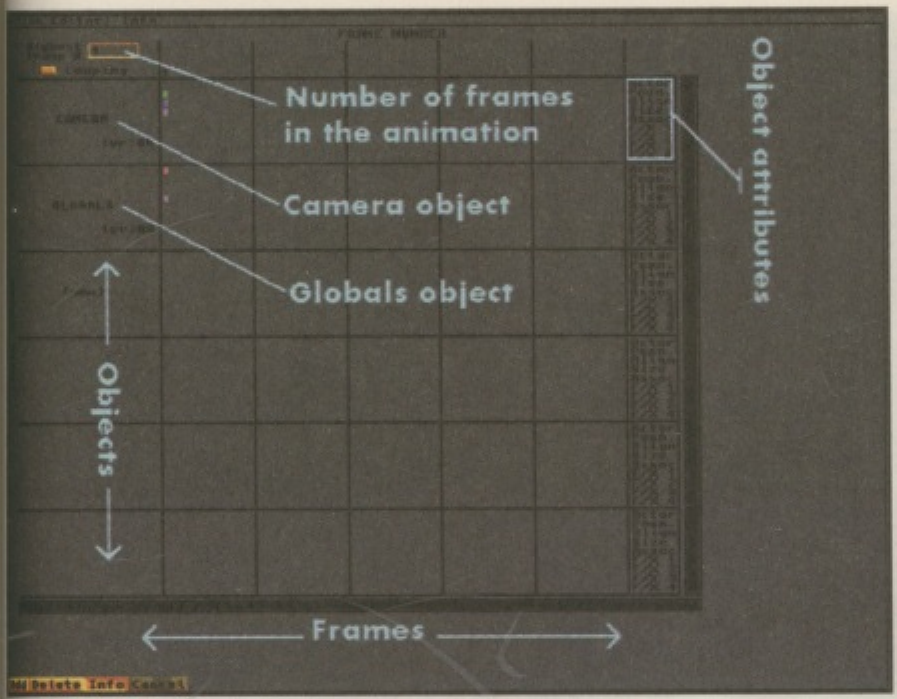
▲ The global brush is handy for creating reflections. It can be any size and will show up in scanline or ray tracing modes.

Backdrop

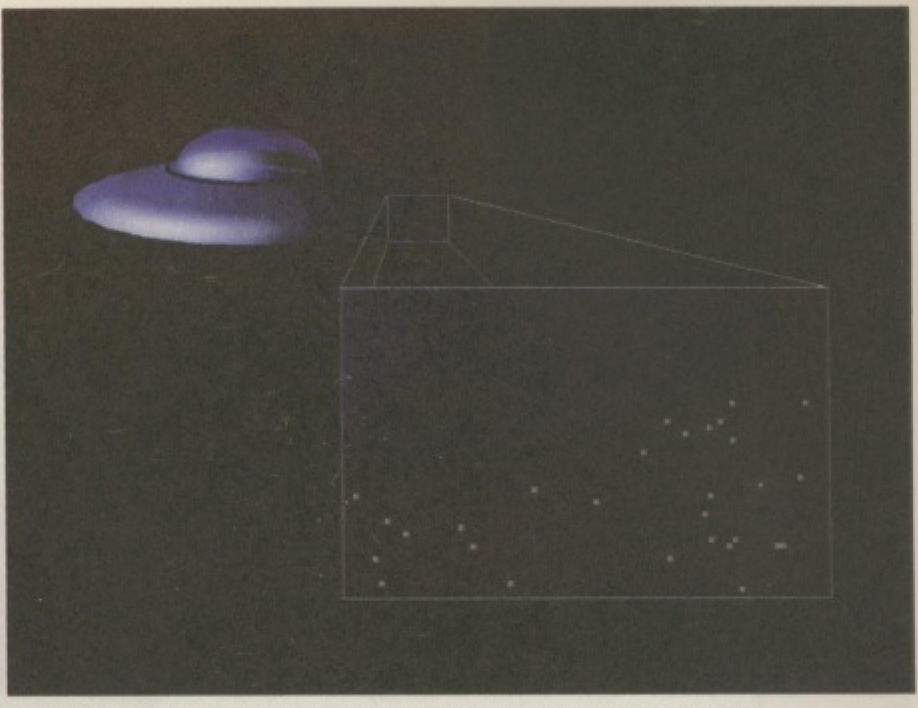
The Backdrop image appears behind all the objects in a scene. You could use it to add a background, such as clouds or a cityscape. One trick when making animations is to render a backdrop (for example, a detailed planet) and use the image as the backdrop. This means you don't need to re-render the background over and over again. One rather irritating thing though is that the backdrop image must be the same size as the image you are rendering in the Project Editor, so remember to set both the same.

The backdrop picture will completely replace any background 'sky'. It is not a rendering object, it is simply plonked down and added to the image. It therefore won't appear in reflections and won't show through transparent objects. If you want a background to show through an object, make a plane and map the texture director onto it instead.

Make sure any lighting, shadows and so on in the background image match the position of lights in the foreground.



▲ A detailed screenshot of the action editor: now you know what goes where.



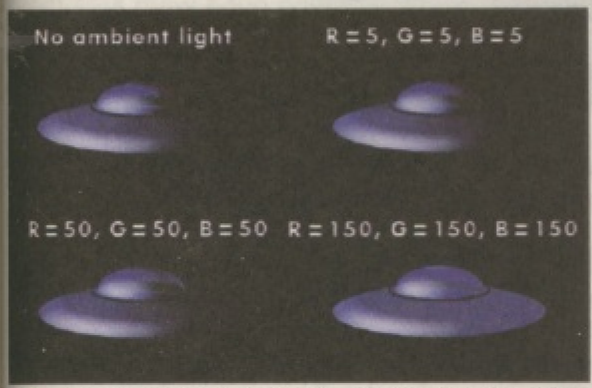
▲ To create a realistic galaxy of stars you can try painting white dots inside a black sphere.

Ambient RGB

Selecting the right positions for light sources in a scene is a real skill. If you want to know the best locations, ask a photographer or get a book from your library. The Ambient light values are a measure of the amount of stray light in a scene. Ambient light has no direct source but it illuminates everything. It will therefore make shadows less dark and decrease contrast. You will need to set it according to the objects you are using, the number of light sources in the scene and the mood you are trying to create. In these images, there is only one distant light source and different ambient light settings.

Horizon/zenith

If you don't want to use a Backdrop image, you can still adjust the colour of the sky. This is achieved with the three sets of three light settings: horizon, positive and negative zenith. The horizon is the centre of the screen and the zeniths are the very top and bottom of the sky (not the screen). If you move the camera up and down, the colours will move to reflect the change. The shading looks great and adds a lot to a scene with minimal effort. Obviously if you have a Backdrop image selected, you won't see the colours.



▲ Ambient light values control how much or how little light there is in a scene. You can set it for your scene accordingly.

Star field

Calling all Star Trek fans ... yes, this is the effect you have been waiting for. Simply enter a number other than zero into this field and you'll get an instant star field. Small numbers work best – try 0.01 to start with. Higher numbers look a bit weird. Sadly the stars never seem to show up well in print, so I've made the sky reddish and included a magnified view. In Imagine 3 the stars don't animate well and so for epic productions you may wish to create your own starfield by creating a black sphere and painting white dots onto the inside. For parallax effects: well, that's a different story all together.

Fog settings

The global setting which adds most to the 'atmosphere' of your scene, is the Fog feature. There are six values to set: three of which are the red, green and blue colour of the fog. The other settings are vertical dimensions of the fog (for example, set bottom to -100 and top to 100 for a bank of fog 200 units high) and the distance from the camera at which an object is halfway buried. It takes a lot of experimentation to get the values just right for your scene. This image has the following settings: Fog Bottom: -100 Fog Top: 100 Fog Length: 500 Fog Red: 25 Fog Green: 25 Fog Blue: 25 Try these settings in your own image and then fine-tune them as necessary.

Miscellaneous

The Start/End Frame values are for when animations are being created and so we'll look at that next month. The same goes for the 'max seq' which allows backdrops to be animated, and 'Transition frame count' which defines how different global settings merge from one to another. Next month we really start to get things moving as we look at Imagine's powerful animation facilities. Order your accelerator cards and larger hard disks now! ■

John Kennedy



▲ Another option is to adjust the colour of the background rather than use a backdrop image. To change the colour you need to alter the settings: horizon, negative zenith and positive zenith.



▲ For some extra atmosphere a foggy effect goes down well. To achieve this you need to set six values: red, green, blue , the vertical dimensions and the distance from the camera.

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Caricatures

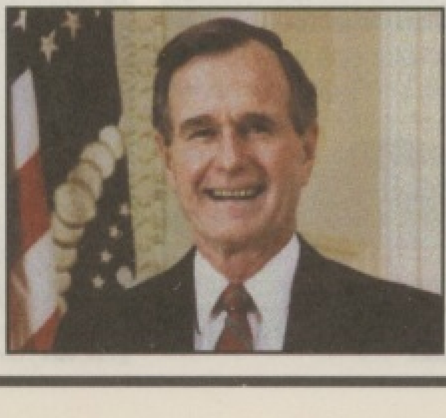
Creating a caricature from a digitised photograph is not only fun but surprisingly easy to do, at least in a rather basic form. Caricatures work by exaggerating certain features to comical degrees. A skilled artist will be able to look at a face and see immediately which features need most attention. Basically these will be the most dominant aspects of the face. For example, if anything is unusually large, make it much bigger. The same goes for small features, which should be reduced.

Sometimes it's not individual features that are the key – the overall shape of the face or head can often be the most outstanding aspect of someone's appearance. For example, a caricature of John Cleese might extend the height of the entire head with very little exaggeration of the individual features. It's also worth taking into account the perceived personality of the character – are they brash and bold, shy and retiring, rough and ready? All of these points can be taken into account.

How to cheat

You want to cheat? OK, the easiest and quickest way to make your first caricature is to get hold of a digitised photo of your subject and cut the face in half horizontally. Try making the cut just below the eyes and around the bottom of the nose. Now pick up each part as a brush and expand the top part and shrink the bottom part, then paste them back down again. Hey presto: a basic caricature!

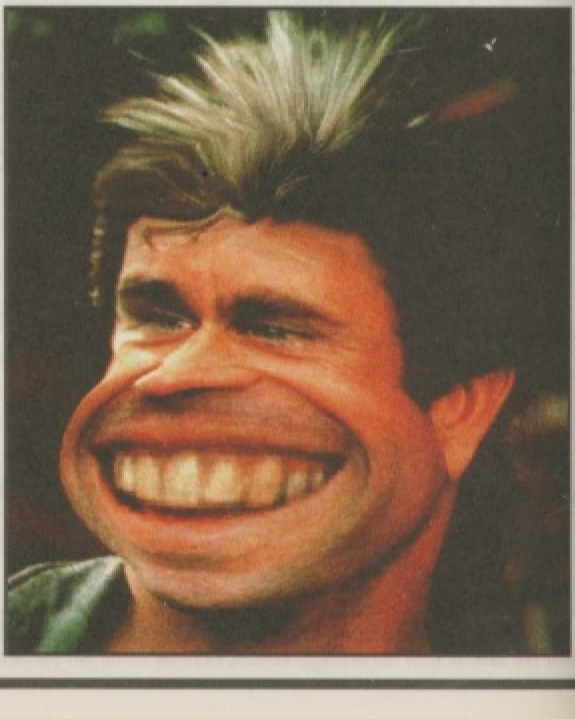
If you want to do the job properly you need to cut up the face into its component parts: hair, forehead, eyes, nose, mouth, cheeks, ears and chin. Put these aside on a spare page. Now you can set about resizing each part and putting the face back together. One final trick is to use the original shoulders and body of the subject but make this much smaller in comparison to the head. This alone will give your characters an instant puppet-like appearance.

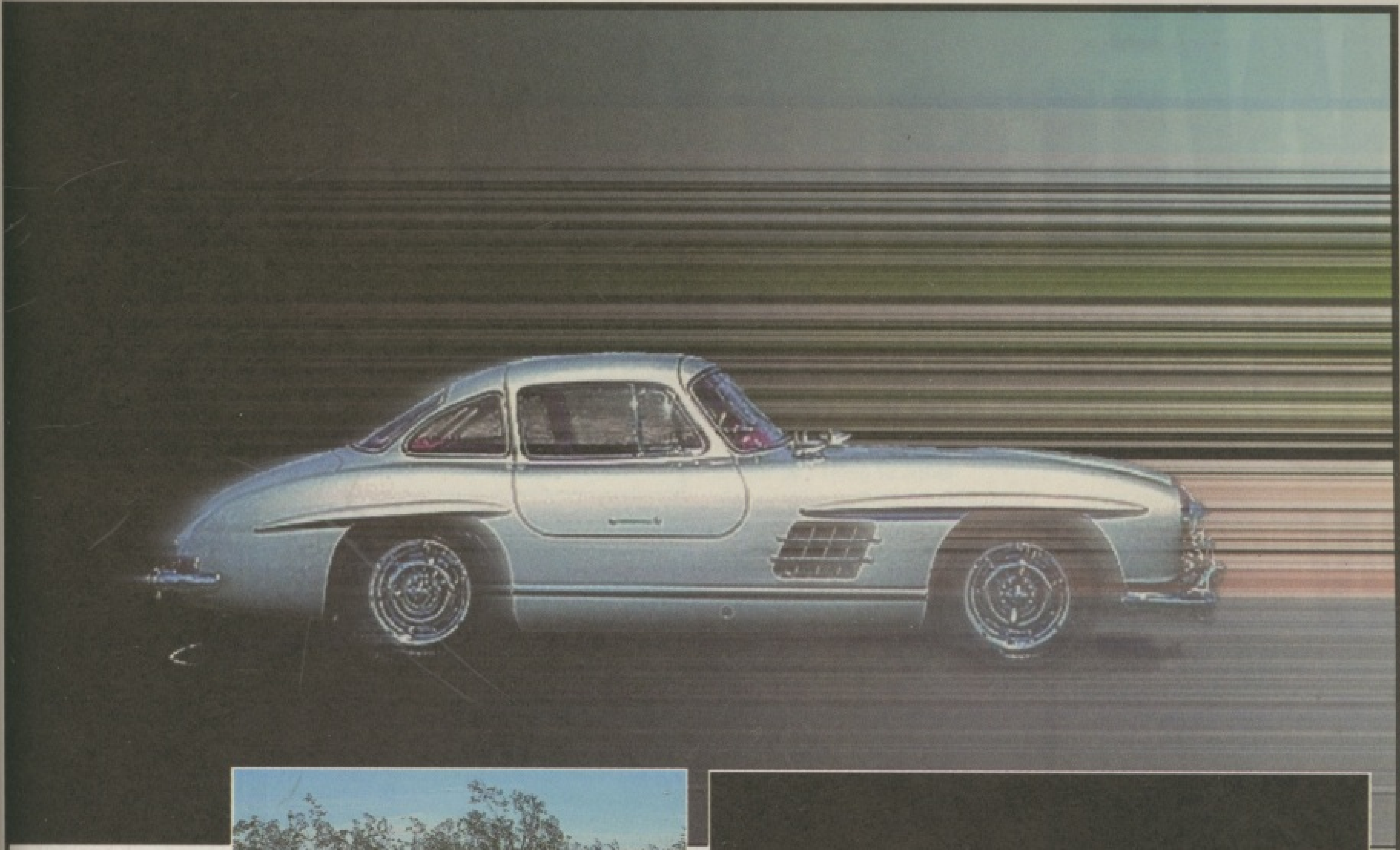


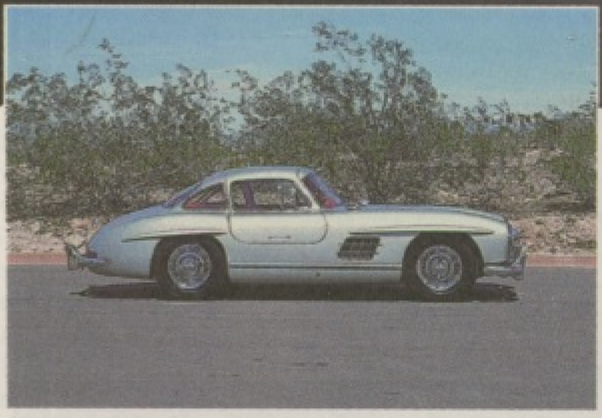
Due to the amount of cutting and pasting that this technique involves you will probably find it best to use Image FX, DPaint, PPaint or Brilliance as they all have good brush handling options. If Photogenics is your preferred tool you might like to use the following techniques instead.

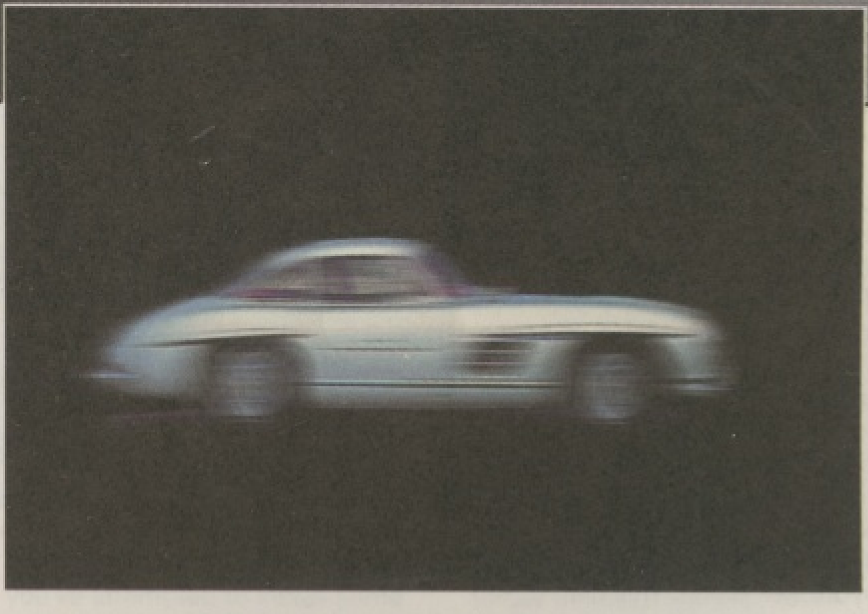
The warper tool is very handy for quickly expanding or shrinking individual features. In the Mel Gibson example his mouth was altered by dragging out a warp area that matched the contours of his cheeks. Depending on the area you are changing you'll need to use different warp settings, positive numbers to expand and negative to shrink.

Both the George Bush and Mel Gibson pictures are taken from the Nothing But GIFs CD from 17 Bit Software. See their advertisement in this issue for details.









Speed limit

This rather stylish picture of a highly desirable Mercedes Gulwing is the result of a fair bit of work using Image FX and Photogenics. The original picture came from the Nothing But GIFs CD from 17 Bit Software. It's included on last month's covermounted CD in the CUCD:17_Bit_PD/ 17BIT-GIF/GIFS/ DIGITISE/TRANSPORT drawer and the file is called '200004.GIF'.

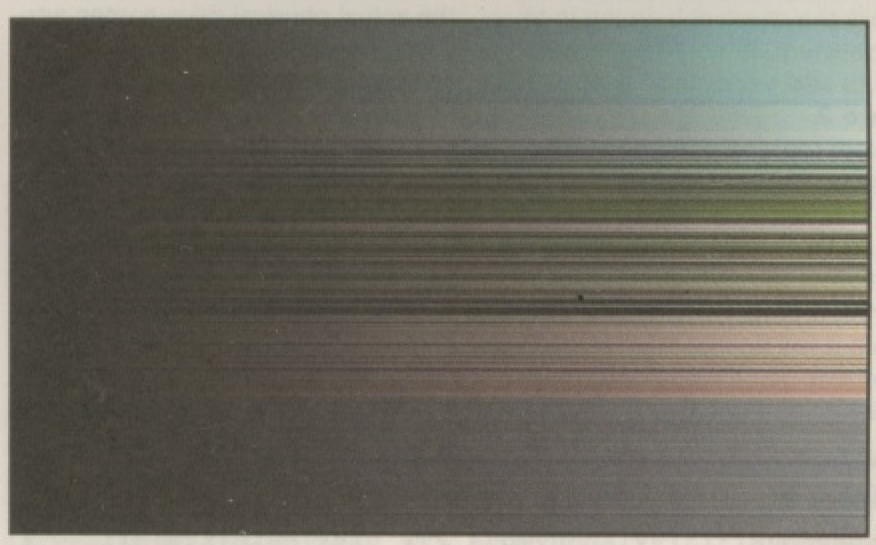
The idea was to take the static picture and inject some speed and excitement into the scene. Subjecting the whole image to a simple motion blur process is the obvious solution, but the results would be a lot less dramatic than this.

Let's start off with the background, which was created in Image FX using the Remove Feature option from the Effects menu. The original picture was loaded and then the left half of it was deleted by dragging a large black box over the area to be removed. Now when the Remove Feature option is selected, the remaining graphics on the right of the screen are smeared across to the left, resulting in a very pleasant motion blur effect.

Motion blur

Next the car was cut out from the background. The easiest way to do this is remove the background with a big paint brush, then carefully remove the parts around the edge of the car. You can then pick up the car using the Scissors icon, clicking it twice to turn on the automatic background detection. This is much easier than trying to outline the whole car by hand in one go.

With the car isolated it was then loaded into Photogenics and subjected to a motion blur process with an angle setting of 270 degrees (right to left) and a length of 50 pixels. This was repeated to emphasise the effect. The same could still be done from within Image FX, it's just a matter of personal preference. Then the car was moved into the secondary buffer and the blurred background was loaded. The



background was then composed with the blurred car using the Brightness Key option to fade the two together.

Finally to add some definition and detail, the original cut out of the car (not the blurred version) was loaded into the secondary buffer and the Compose function was used once more, superimposing the sharp detailed image over the blurred main picture. ■

Tony Horgan

Wired World

PART 10

This month we set up an FTP and WWW server on our Amiga. Now all we need is cheap permanent I'net connections and we're sorted.

When we were covering the FTP client's February Wired Word, we promised to explain how to set up an FTP service on your own machine. Here is that explanation; the daemon we'll use as an example is available on any Aminet mirror under the path comm/tcp/mlftpd 14.lha. There are other FTP daemons available and the techniques are similar though most tend to be more complicated than the one supplied by Magnus Lilja (of AmiFTP fame). The first step is to copy the 'ftpd' executable into the AmiTCP:Serv directory. Then load the config file inetd.conf into your text editor. This configuration file details what to do with each service available on your AmiTCP set-up. Ensure there is no line that starts with FTP and if there is, comment it out by placing a hash (#) in front of it. Now add the line in **figure 1.**

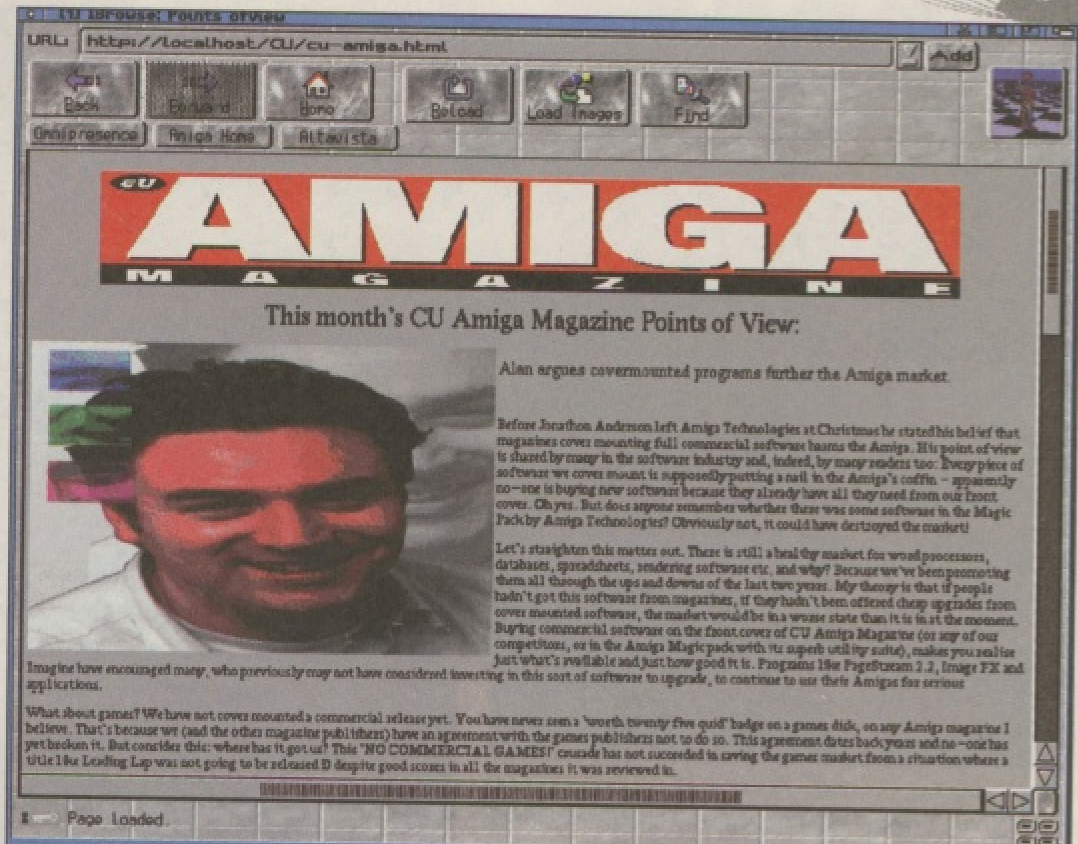
Save the config file and then load your AmiTCP:Serv/passwd file into your text editor. This file details the users able to log in to your system. It would be a good idea to add a couple of lines as in **figure 2.**

Note that the path embedded between the bar characters at the end in figure 2 is **Main:ftp**. This should be changed to describe the location of the root directory of your own private FTP site. Decide where it will be and fill in your own path here. You might like to make an assign and use this to disguise the actual physical drive names on your system. Always a good security precaution.

Now two more text configuration files have to be created: 'ftpusers' and 'ftpdir' must be created and saved in the AmiTCP:db directory again. The ftpusers file is a list of users who are effectively banned from using your FTP service. This is another security precaution to make sure no-one can log on to access all your drives with your own privileges. Just copy the ftpusers file from the mlftpd archive into AmiTCP:db. 'ftpdir' is a little more involved. It details all the directories to which anonymous users can gain access to. Anonymous users would normally be everyone who logs in remotely. An example would be;

```
Main:ftp
Main:ftp/incoming W
```

This means everyone can log onto Main:ftp (which may contain directories which users can enter). The second line has a special 'W' flag afterwards which means 'Write'. Anonymous users can upload ONLY to this directory. Copying this kind of format is advised. Lastly, there's a couple of text files which users will see when the log on. Firstly, 'ftpbanner' should be a nice text file which will be displayed to everyone who logs on. It should be left in the AmiTCP:db directory again. Secondly, '.welcome' will be shown to anonymous FTP users and has to be installed in the first line in your ftpdir config. In this case that would be Main:ftp. You're ready to go! Test it out by logging in via your FTP client to 'localhost'. When you link up users should now be able to log into your machine and upload into the incoming directory and download any other files present. Why would you run an FTP site with a dial up account? It's a lot less messy than sending binaries via E-mail and such forth and no-one need bother you with the access to your machine. I keep my favourite module collection in the FTP-demon for people to access and upload any other module they think I might like. In practice it's of most use when many people know you are linked up such as being present on an IRC channel etc.



▲ The CUCD Web site pages being served by the Amiga Web Server (AWS). AWS is fairly easy to set-up and allows you to run a WWW site on your own Amiga. Now all you need is a leased line.

Security!

One of the configuration files within Amitcp:db/ is called inet.access and it controls which IP addresses have access to what services on your machine. Most people will not have many services, daemons or other automatic systems running on their

Figure 2

```
anonymous|*|3|99|Anonymous FTP User|Main:ftp|cli
ftp|*|3|99|Anonymous FTP User|Main:ftp|cli
```

Figure 1

```
ftp        stream        tcp nowait root AmiTCP:Serv/ftpd ftpd -x -b30
```



▲ This access to our SMTP port 25 could be some system trying to deliver mail directly to us but it could also be some nasty individual trying to crash our machine. Either way the access was denied.

Figure 3

```
smtp        158.152.1.*       allow     log
smtp        *.*.*.*           deny      log
```

Figure 4

```
ftp         158.152.*.*       allow     log
ftp         *.*.*.*           deny      log
```

AmiTCP set up but one very common service is an SMTP daemon or Simple Mail Transfer Protocol. This is the program that waits for SMTP mail if your provider uses such a service. Those users with their own full domain such as Demon users will have SMTP mail. Unfortunately the Amiga SMTP daemon isn't 100% foolproof and can be crashed by some nasty person writing illegal characters to your SMTP port (TCP port 25 for the technically minded).

Unfortunately if we lock everyone but the actual provider out of the SMTP port, other machines won't be able to deliver SMTP mail directly to you and will instead have to route it via your host. This isn't a large problem though and the extra security makes it an essential addition until a rock solid SMTPd comes along for the Amiga. An example of locking out everyone but Demon Internet Services via your inet.access file is shown in **figure 3.**

The first entry indicates that we are talking about the smtp service as defined in the Amitcp:db/inetd.config file. The next is a simple wildcard system. The first line specified Demon's IP address with any number on the end. All of the IP addresses that match this pattern are Demon themselves. The next keyword is obviously to allow or deny the access. Lastly, if logged on you'll see the result in the AmiTCP log CON: window. The reason that they're two lines is because AmiTCP will try and match each in turn. If Demon accesses your SMTP daemon, it'll reach the first line and see that access is allowed. For anyone else the first line doesn't apply but the second does since it matches everyone and will hence deny them access.

This technique could be used to limited any services to any providers etc. A couple of lines like those in **figure 4;** would allow anyone using Demon as their service provider to access the FTP daemon we've just set up but noone else. Of course you could change this so that only your friends have access by entering in many lines containing all their IP addresses. Assuming that your friends are using a provider which gives them a static or non-changing IP address of their own. Many providers assign IP addresses only when the dial-in customer logs-in though so this technique will not work in that case though you could apply wildcards to the entire provider if need be. It's quite common to lock out certain American providers famous for their quantity of irresponsible customers.

Amiga server

OK so now we have an FTP daemon running on our AmiTCP system, why not go the full hog and set up our very own WWW site on our Amiga? Yes it's possible and in fact it's not even very difficult. The most difficult bit will be creating the HTML pages themselves. Check out John Kennedy's FAQ this month for some pointers to creating HTML pages.

First of all we need to FTP Mike Meyer's excellent Amiga Web Server by FTPing to either max.physics.sunysb.edu/pub/amiga/amosaic/aws or ftp.phone.net/pub/amiga/aws/ then retrieve the following files;

```
common-097.lha
html-097.lha
aws-amitcp-20.lha
```

The last one can be substituted to aws-amitcp-00.lha for the 68000 version if that's the CPU you have. Now create an AWS directory in your AmiTCP: assign. Next set up an AWS: assign to this newly created directory. Add an assign to your user-startup or even your AmiTCP:Bin/Startnet script. I use MCP to handle my prefs so it's a simple matter of adding AWS in the GUI prefs editor. I recommend such a utility for people using AmiTCP and such forth that requires a lot of assigns to be assessed frequently.

Now via the Shell, change directory (CD) to AWS: and extract all of the archives in place with LHA. AWS is basically installed now. If you've attempted to install some other WWW server on your machine, ensure that any port 80 or http entries are deleted from Amitcp:db/services and Amitcp:db/inet.config. If you're running a stock AmiTCP set-up, you won't have to worry about that.

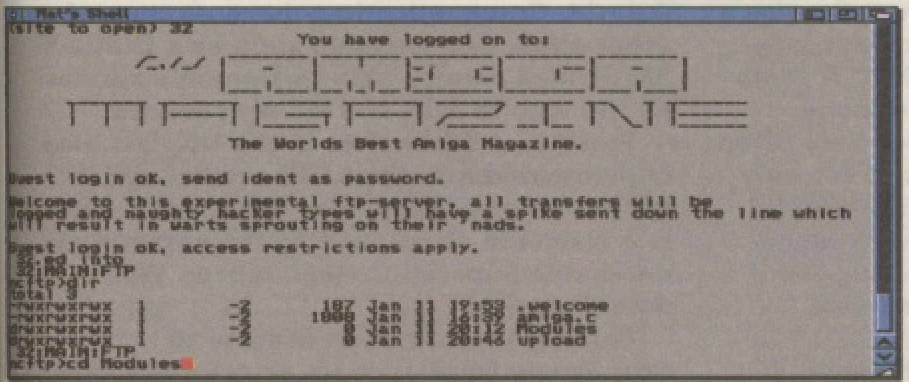
There is a configuration file which resides in AWS:conf/ and is simply called 'aws'. The one installed is of no use but there's a completely commented config file called 'configfile' inside the HTML directory which you may use for reference. Incidentally the HTML directory is the documentation for AWS in HTML format. To read it, load up your WWW Browser and select 'load local' or the like and pick AWS:HTML/index.html. An example configuration would be as in **figure 5.**

The vital bits to change are the server name on line 2 which would be your full E-mail address minus the username. The second is an E-mail address for errors and such forth. You can make this your own address. Leave everything else as it is except the final entry which should be the location of your HTML pages for you site. In this case it's Main:WWW. Save the file as AWS:conf/aws. Now all that's required to run AWS is to run the server itself. To do this, add this line to your Amitcp:bin/Startnet script at the bottom or activate it by hand when needed;

```
Run >nil: AWS:AWS
```

If all goes according to plan you now have a working WWW site on your Amiga! Test it out by accessing http://localhost via your WWW Browser. When you link up, others should be able to surf your own site and you'll have a record of their accesses and errors in the two logfiles in UUSpool: called http_access and http_error. Don't forget to check out the HTML AWS documentation as there's some very nifty features such as Arexx scripts which can be employed to great effect. Enjoy! ■

Mat Bettinson



▲ Here's our FTP site running on mlFTPd. When linked up, kindly souls will upload some modules we might like and avail themselves of anything they might want. You scratch my back ...

Figure 5

```
port 80
servername cu-amiga.demon.co.uk
maintainer webmaster@cu-amiga.demon.co.uk
indexfile index.html
hoursoff 0
accesslog uuspool:http_access
messagelog uuspool:http_error
deftype text/plain
type text/html html
type application/postscript ps
type application/octect-stream lha
type image/gif gif
type image/jpeg jpg jpeg
type image/x-xbitmap xbm
map /null null -
map / directory Main:WWW/
```



Net God speaks

Woah! Details of a new Amiga, Project Walker, are now wildly circulating on the 'net. Huge debates as to whether its great or just an ugly-looking piece of hardware abound. I'd like to reflect on the Walker in a positive light. WB 4.0 will contain AmiTCP IP connectivity in the bundle though hopefully it won't include the hideous AmiTCP or Inet225. The Walker machine has a high speed serial port at last and criticisms of a stock 2Mb machine's viability don't apply. It could well be the ultimate consumer Internet box and maybe the world will sit up and take note with those outrageous looks. I can find little to fault AT's strategy with a cool machine in the oven and a pro-active Internet policy. The future looks great for us net heads and I'm darn glad I stuck with the Amiga. Roll on Walker!

Surf's up!

A new Amiga causes slightly more than a storm in teacup, Hi-Soft release their own surf pack and net training via video.

DLG BBS 1.1 update

DLG's Jeff Grimmett recently announced a bug-fix and enhancement update to version 1.1 free for all DLG SysOps. The update is said to contain more than 150 fixes and updates to make DLG more stable, reliable and versatile than it has been in the past.

DLG owners looking to upgrade should turn to their local support site or the author's FTP site at ftp.bitnova.com/ DLG. The UK support site is Tony Miller's 01 for Amiga BBS on 0171 247-9240 or 2:254/500 via Fidonet.



▲ Hi-Soft should, at the time of publication, be shipping their alternative to Amiga Technologies Surf Pack, Squirrel Surf Pack.

Amiga I'net tutorial Video

Better Concepts Incorporated, of Garnerville New York, have announced the arrival of a new Internet tutorial video inspiringly titled 'The Connect Your Amiga To The Internet Video'.

The 60 minute duration video is claimed to walk the would-be I'netter through every step necessary to set up their hardware and software. Better Concepts say that the teaching method will involve 'following along step by step as you watch, live, an actual Amiga monitor along with our experts, getting on-line from scratch.'

Makers of the the video say it will incorporate tutorials which will cover AmiTCP, several Amiga mosaic programs, Thor and much more. CU Amiga Magazine will review the video shortly which is available in PAL for Euro Amiga users. Retailing at US$34.95 with two floppy disks of software, you can E-mail darkuni@qed.net, WWW to http://www. qed.net.bci or even fax an order to +1-914-786-1708. Finally you can snail mail Better Concepts Inc, 36 Dye Street Garnerville NY 10923, USA.

HiSoft Internet in a box

Hi-Soft will soon be shipping Squirrel Surf Packs, their answer to the Amiga Technologies Surf Pack. Based on AmiTCP 3.0 and the commercial release of IBrowse, the 'Squirrel Surf Packs' will be a high power alternative to AT's product. What's more the hardware/ software bundle comes with a ready to run one month trial service with Frontier Communications.

Each bundle includes a Surf Squirrel with its high speed serial port, Internet software and the choice of a 14K4 or a 28K8 modem. The details of the other clients, such as mail and news, haven't been finalised. We will print more details when available. So far it looks like Hi-Soft's entry, starting at £199, into the Internet-in-a-box market will compare favourably in the UK to AT's own Surf Pack. Mail Hi-Soft at hisoft@cix.compulink.co.uk or call them on 01525-718181 for more information. ■

NetGod is a freelance journalist whose identity is kept secret to ensure confidentiality.

Frontier mirror Aminet

Since the Amiga Surf Pack software will not function with Demon Internet Service's SMTP mail system, another provider is needed for users of the Surf Pack. A representative of Frontier Communications, Kieron Robbins, pointed out that they offer a Dynamic I P POP3 mail account for only £8.50 per month (+VAT) with 512K Web space free. Frontier have 100% UK local call access and charge a £25 set-up fee if you're not paying for a year's service up front.

Mr Robbins, an Amiga user himself, is keen to make it known that Demon aren't the only choice and says that Frontier Communications have a range of other packages available such as a Static IP SMTP mail service akin to Demon's service all the way to BBS and ISDN accounts.

Frontier, AKA TheNet in the UK, has also implemented a Aminet FTP archive mirror at ftp.thenet.co.uk/pub/amiga/aminet. This is a welcome alternative to the sometimes unreliable Imperial College mirror. Well done Frontier!

For more information browse to http://www.frontier.co.uk or call their sales team on 01273-795400.

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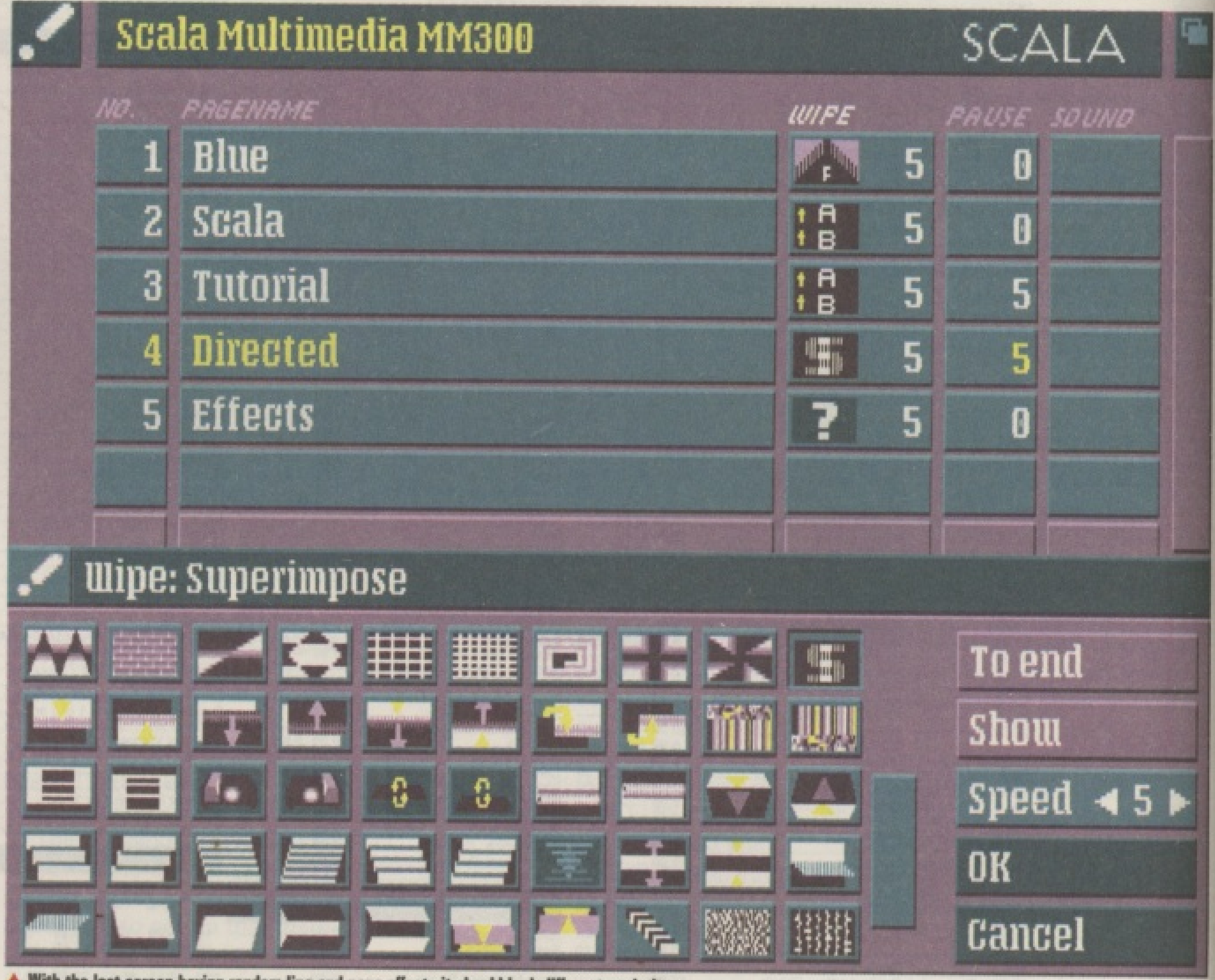
Scala MM300

PART 1

Did you buy a Magic Pack complete with Hard Drive, only to find that the copy of Scala didn't include a manual? If so, this tutorial will soon get you going.



▲ Change the colour of the Outline, Shadow and 3D text by first selecting a colour and then clicking on the colour boxes.



▲ With the last screen having random line and page effects it should look different each time.

First a few basics and essential moves. Let's begin by creating a plain background to fade a title into. Click once on 'NEW' and a standard Scala requester asks you to 'choose a background page:'. As we don't want to load a picture, just click the 'OK' button. A new requester appears asking us to choose the resolution of our background. Select 'hires-interlaced' set colours to eight and click 'OK'.

This takes us straight to a screen where we could enter text, but as we just want a blank screen select 'OK'. You will see that Scala has already named this page 'Blank'. Let's change this, so clear the text requester either by using the Backspace Key or with a RtAmiga-X and type in 'Blue'. Pressing the Return Key or selecting 'OK' will take us back to the main screen with the name of our page at the top. You should also notice that a Wipe has been set and a Mouse icon appears in the Pause column. We will leave these as they are for the time being.

The next step

Now we need to create a second page on which we will enter some text. Repeat the first few steps, keeping the resolution and colours the same. You should now be looking at our page make-up screen which should have a plain blue background with a cursor at the top left. The text menu and colour palette is at the bottom of the screen. Try pressing the right mouse button a few times and you will find that the menu will alternately disappear and reappear.

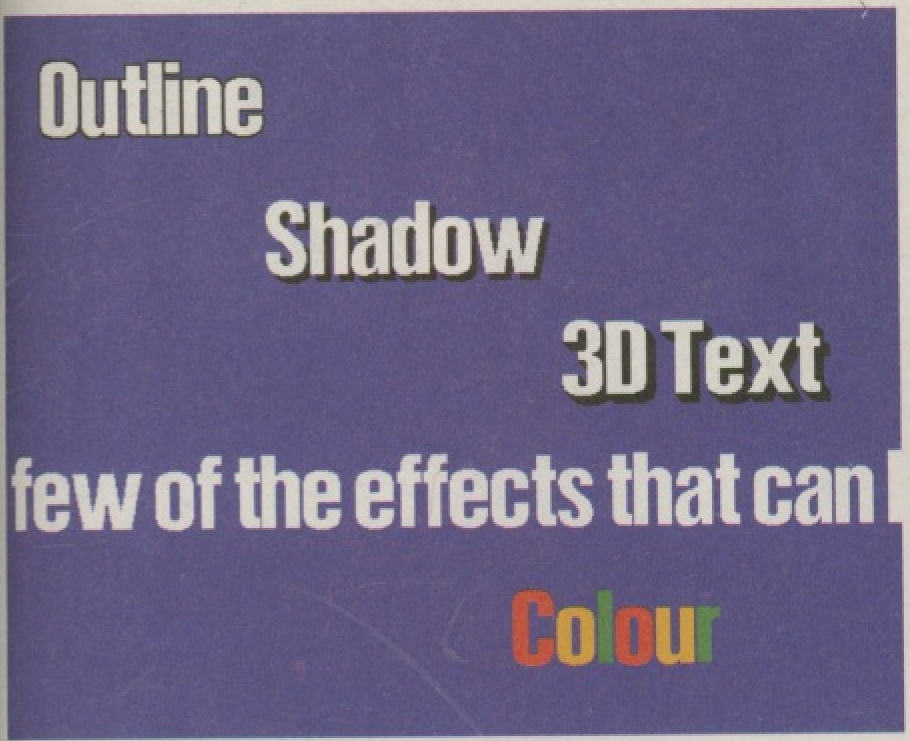
Type in `Scala MM300`. Click on the 'Font:' button on the menu and select 'Compact' font in size 64. We also want to change the colour of the font, so click on the yellow colour in the palette and then on the coloured box in the 'Front' button. This will be our heading.

This heading probably isn't in the best position so let's move it. Click and hold down the left mouse button on the text and it will change colour. This indicates that we can drag it around the screen with the mouse. Move it close to the top of the screen before releasing the mouse button. Now we will move the text to the middle of the screen by clicking on the 'Centre Justify' button, (that's the middle one of the three under the button marked 'Layout'). If the cursor isn't at the end of the line of text move it there using the mouse or the cursor keys and press Return. Notice that the Font, Face Colour and Justification remain the same. Now type in the following two lines of text pressing Return at the end of each line:

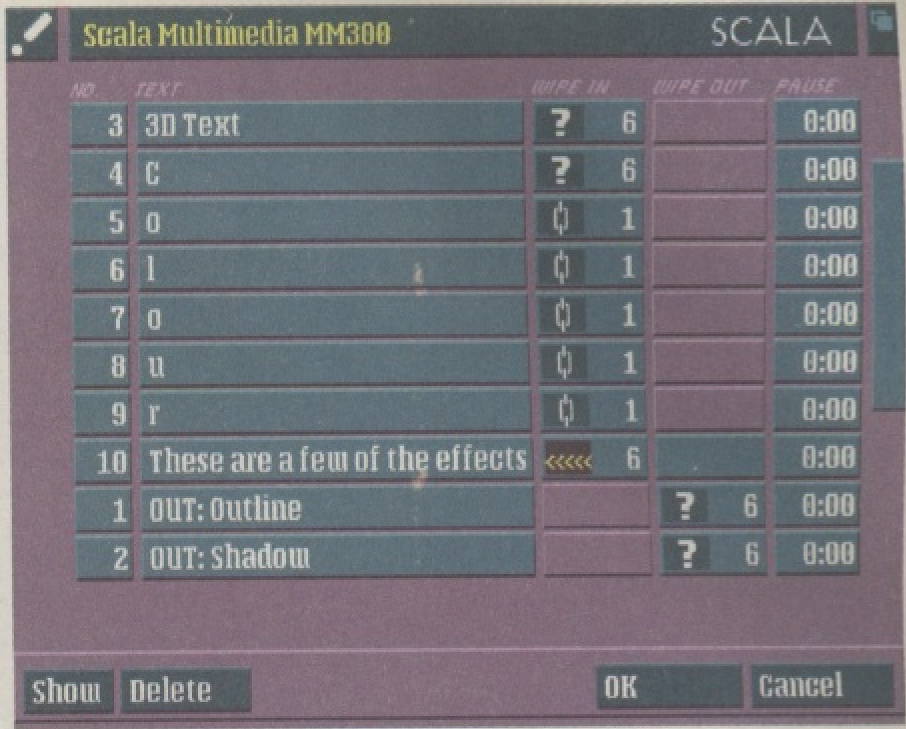
```
This tutorial will help me get
started with my copy of
```

Move the mouse to the top left of the word 'This' and, holding the left mouse button down, drag the mouse to the bottom left of the text. As you move the mouse a box will be drawn. Make sure the box is below the bottom line of text before releasing the mouse button.

Click anywhere inside this box and, holding the mouse button down, move the box toward the bottom of the screen. Notice that this time the block of text within the box moves when you release the mouse button.



▲ Don't forget to draw a box around "Colour" to group the letters together before moving it.



▲ Scala processes the line wipes in the order they appear in the List.

While this box is on screen, any changes will affect all the text within it. Try this out by changing these last five lines to white. Select white from the palette and click on the 'Front' button colour box.

We have now finished with this page, so click on the first text line to recover the cursor and select 'OK'. Name the page 'Scala', and click on 'OK and Clear' to create a new page. This time type the following, but instead of pressing 'Return' at the end of the line use the down cursor key to move to the next line.

```
Scala Multimedia Computer
Amiga Tutorial by Norman
Harris
```

Note that the attributes from the previous page have been carried forward. The first line has yellow text and the rest white. We will make some changes though. Move the cursor to the second line and, by clicking on the font button, change to Compact 31. Do the same for line four. Then move each line to improve the spacing between them.

When it looks about right, select 'OK'. Rename the page to 'Tutorial' and this time select 'OK and Copy'. This duplicates the page, as the next one is going to be very similar. It will also give us the opportunity to use another of Scala's features.

Select the 'List' button and you will be taken to another screen which, funnily enough, lists all the lines of text in numerical order. Find the line that reads 'Computer' and click on that line number. A cursor will appear on the line so that we can edit the text. Change 'Computer' to read 'Magazine'. Do the same to 'Amiga' to changing it to read 'CU Amiga', 'Tutorial by' to 'Directed by' and 'Norman Harris' to XXXXX (you can put your own name here). Leave the first line 'Scala Multimedia' as it is. Select 'OK' to take us back to the page, 'OK' once more. Rename the page to 'Directed' and select 'OK' to return to the main Scala menu. By now we should have four pages set up, let's do one more before we're finished. Instead of creating a new page we will duplicate an existing blank page. The first page is ideal, so click on the number 1 and a Page Control menu will pop up. This menu is used to rename, copy, move, insert pages and to switch pages on or off.

In this instance we need to copy a page to the end of our script. We do this by clicking once on 'Copy', change the 'To after page:' to 4, and select 'OK'. Double click on this page so that we move to the edit screen. Type the following words onto the screen, pressing Return after each 'Outline' 'Shadow' '3D Text'. Pick your own fonts and you should be able to guess which of the various features to set for each word.

New order

On the next line type 'These' then click on the button to take us to the List screen. Select '4' so that the cursor appears after the word 'These', and continue typing the following: 'are a few of the effects that can be achieved with my copy of Scala Multimedia 300', before pressing return.

Now press and hold down the left mouse button over the text you have just typed and move it to the top of the list. As we will see, Scala processes each line in the order it appears in this list.

Go back to the page we are working on by clicking on 'OK' and once more click on our page for a cursor to appear. This time we are going to type the word 'Colour', but after each letter I want you to press the 'Enter' key (that is the bottom right key on the keypad), and select a different Front colour.

Pressing 'Enter' instead of 'Return' just separates the letters, and we could even select a different font for each. Remember that in this instance each letter is handled individually, and we must draw a box around them if we want to move them as a group.

Select the List screen once more so that we can set a few effects. Click on the 'Wipe In' column for line 1 (our long line of text) and select the 'Crawl' effect – it's a chevron on a black background. Next click on the 'Wipe In' for line 2 and select a 'Random' effect - the question mark. Click on 'To end' and select 'OK'.

Now go to the 'Wipe In' for the first letter 'o' in 'Colour', select the 'Link' effect, and again select 'To end'. This action links all subsequent lines together with the wipe set for the letter 'C'.

Repeat the actions on the 'Wipe out' column but don't bother about our Crawl line. Notice how Scala splits the Wipe In and Wipe Out effects. As the effects are processed in order, we now need to move all the Wipe Out effects to the bottom of the list. Finally move the crawl line so that it is the last of the 'In' effects and move back to our main menu, naming the page 'Effects' on the way.

All we need to do now is to set some Wipes for our pages, so click on the Wipe column for the first page and select a 'Fade' wipe. Notice that the name of the wipe appears at the top of the Wipe menu, and that we don't have to select 'OK' until we have set all the wipes and pauses.

Set the 'Smooth north' wipe for the 'Scala' and 'Tutorial' pages, a 'Superimpose' wipe for 'Directed' and a 'Random' wipe for the last page. When you've done that click on the 'Pause' column and set all the pauses to 0 seconds apart from the 'Tutorial' and 'Directed' pages which we will set to 5 seconds. Now all we need to do is select 'Run!' to see the results. As the script loops, you will see examples of fading, scrolling, cross-fading and text crawling. The last page appears different each time due to the random wipes. ■

Norman Harris

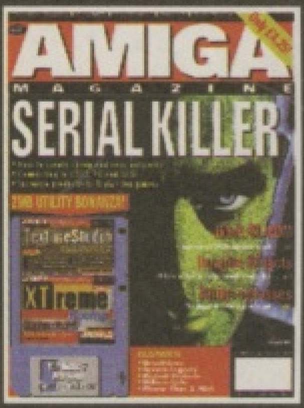
Scala running in 2Mb?

Scala won't run on a 2Mb Amiga. The reason for this is that Scala needs Fast RAM and as we all know a 2Mb A1200 only has Chip RAM. Apart from adding extra RAM you could prevent your Amiga from knowing that it doesn't have this essential Fast RAM. Move NoFastMem from your System drawer to the WBStartup drawer, add the tooltype DONOTWAIT and then re-boot: your Amiga won't even know it's missing this RAM. You may need to de-archive Scala manually but it will now run. Remember to move NoFastMem back to the System drawer when you fit extra RAM.



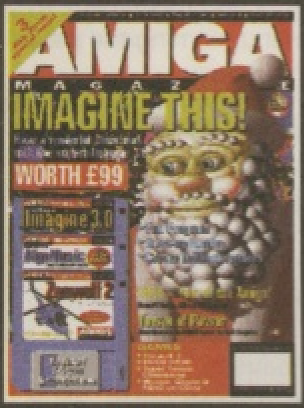
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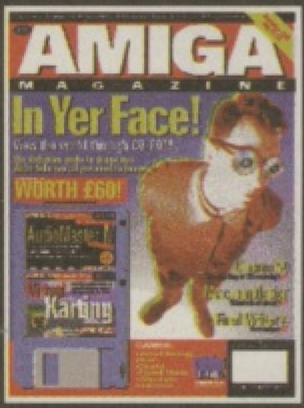
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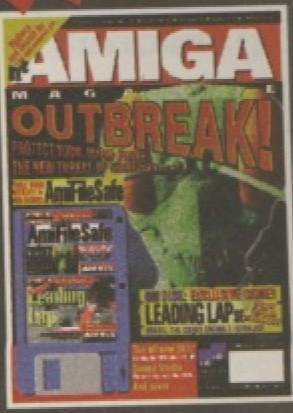
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Frequently asked questions

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Q. How do I create my own Web pages?

A. Creating Web pages is quite easy, as the pages are only plain text files, such as those saved by the AmigaDOS Ed program or text editor, such as Cygnus Ed or GoldEd. Images are stored in GIF or JPEG format. The appearance of the pages is determined by the use of special codes in the text files, called HTML tags.

Q. What is HTML?

A. HTML is the HyperText Markup Language. It's a set of special tags which control how a Web page looks and defines any link to other pages. HTML is easy to use: for example, to make a line appear in bold you include it within the tags for bold, **like this ,**. The symbol denotes the beginning of the word or sentence to be in bold and denotes the end. There are dozens of other tags and these define the size of the text, the inclusion of images and any links to other pages or other parts of the document.

Q. How can I edit my Web pages?

A. Any text editor will do. You can simply open a new document and start typing away, including the HTML tags as you go. There is nothing magic about it. You can then preview your pages by loading them into a Web browser such as AMosaic or IBrowse. Each of these programs has a load local file option and this is the one you need to use.

Q. What about graphics for my pages?

A. Graphics need to be saved in GIF or JPEG format. The art program Personal Paint will save in both these formats. All you need to do is draw or load images and then save them out in GIF (for simple images) or JPEG (for more a detailed image, such as digitised pictures). You can add a HTML link to the image.

Q. How do I handle links to graphics and other pages?

A. The HTML tag for images is **<IMG SRC="filepath /filename">** and the tag for links is **<A HREF="filepath /filename"> link text **. A potential problem is what to put in for the filepath and filename. The easiest thing to do is put the HTML document and all the images and other pages in one directory. You can then reference them all by leaving out the filepath totally, like this:
<IMG SRC="picture.gif">
Or if you create a new directory in the same directory as the HTML document, you can reference them like this:
<IMG SRC="pictures/picture.gif">
The point is that you shouldn't include a full filename like this:
<IMG SRC="workbench: webstuff/pictures/picture.gif">
If you include a full path then it means that if you move the document about (for example, copy it to another disk or upload it somewhere) the filepath will no longer be valid and the image will not be displayed. The same holds true for links to other pages: keep the references local to the current document.

Essential HTML

HTML pages are plain text files with additional special codes to alter the text attributes, create links or trigger the display of pictures and other external files.

The easiest way to see what a HTML file looks like is to use the save option from within a Web Browser such as Mosaic and then load the file into a normal text editor or word processor. The HTML codes are all contained within greater-than and less-than signs, and if you remove them you can see that the HTML file is more or less plain English.

Table of HTML codes

<html>	Start a HTML page	
</html>	End a HTML page	
<hr>	Draw a horizontal line	
<p>	Take a new paragraph	
 	Force a carriage return	
<h1>	Text size 1 (huge)	</h1>
<h2>	Text size 2	</h2>
<h3>	Text size 3 (medium)	</h3>
<h4>	Text size 4	</h4>
<h5>	Text size 5	</h5>
<h6>	Text size 6 (small)	</h6>
	Bold text	
<i>	Italic text	</i>
<u>	Underline text	</u>
<tt>	Typewriter font	</tt>
	Add emphasis to text	
	Even more emphasis!	
<pre>	Don't format the text	</pre>
	Un-ordered list	
	Ordered list	
	An item in a list	
<img src="picture.gif">	Display an image	
	Create a link to another site	

Note: The use of the slash '/' is always used in HTML to 'switch off' a particular option.

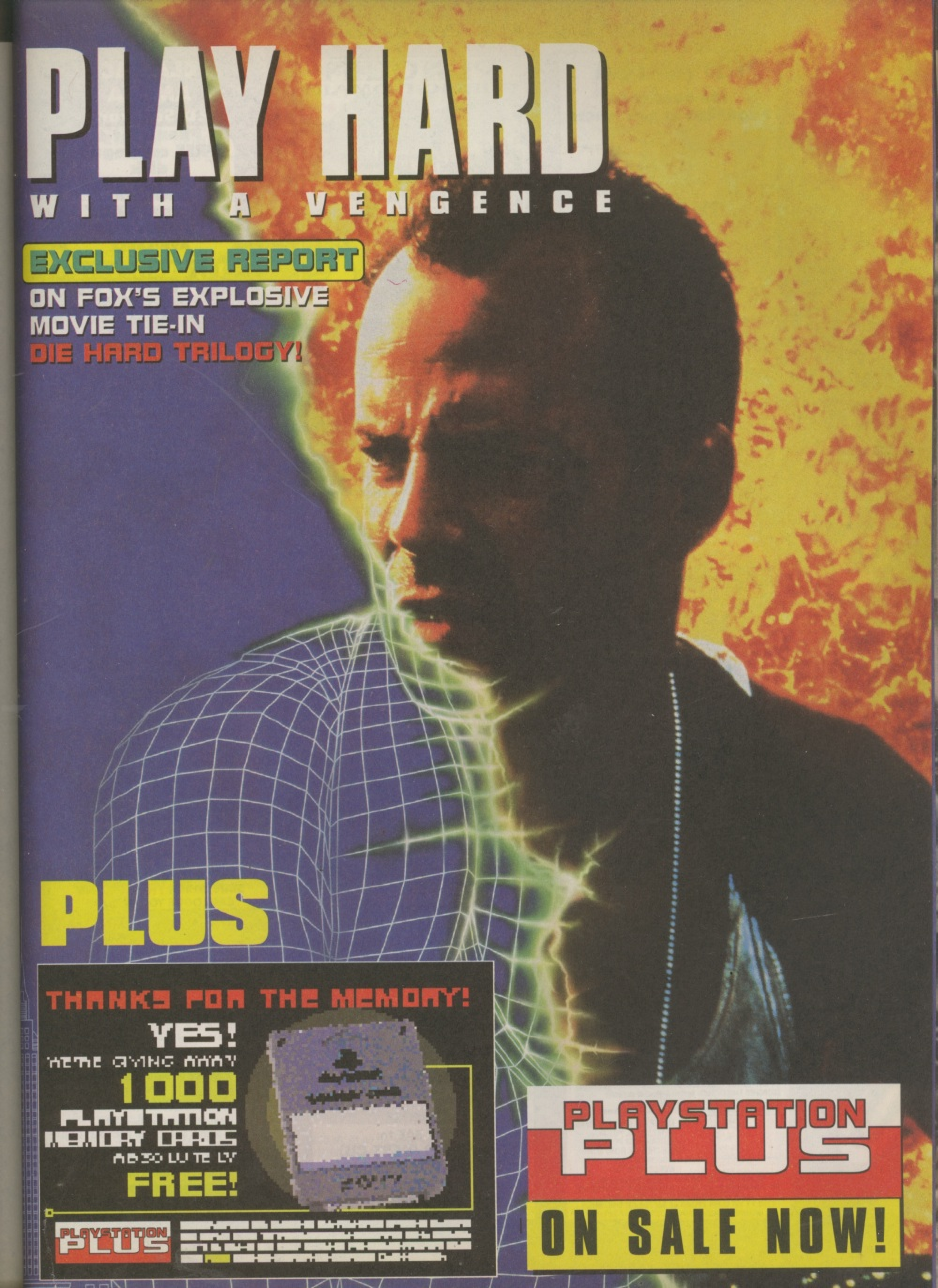
Q. Where can I put my pages?

A. If you have a dial-up account with an Internet Service Provider (ISP) they may give you some space (1Mb for example) on their own Web server. Some companies don't give space for free and you'll have to pay for it on a monthly or yearly basis. One way around this problem is to run your own Web server.

Q. How can I run a local server?

A. When you dial into an ISP using AmiTCP, your Amiga becomes part of the Internet. This means that you can contact remote computers, but also that remote computers can contact you. If you run a Web server program (called a http daemon) then you can store all your pages locally on your machine: when someone uses a Web browser with your IP address they will access your machine. The only drawback is that your server will be online only when you are dialled into your ISP – which of course costs you money. The program you need is called "httpd" and it was written by the authors of AMosaic.

John Kennedy



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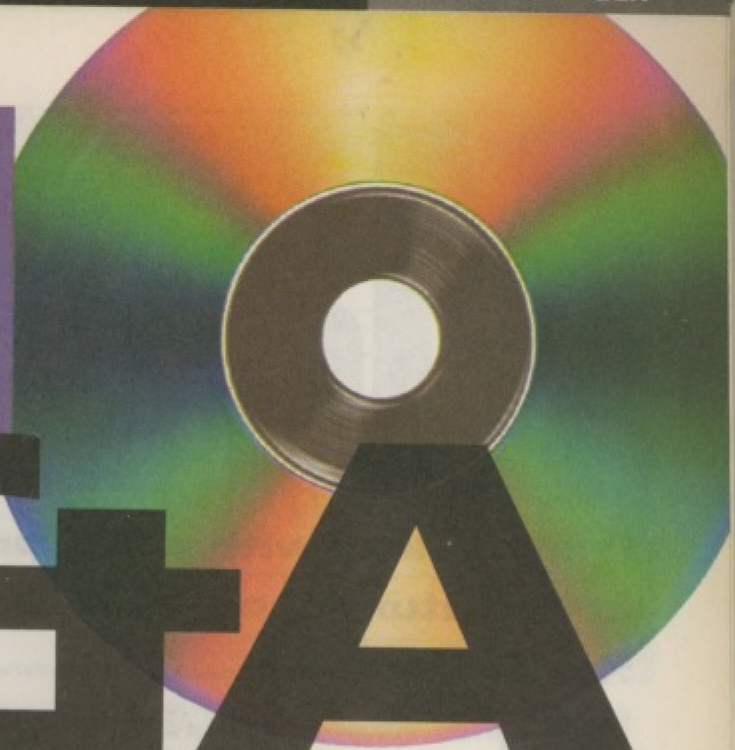
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CD-ROM Q&A

Were you one of the lucky ones who bought a copy of last month's superb cover mounted CD-ROM? Yes. Well, try to tear yourself away from it for a moment and see if any of the queries here apply to you.

Q Why doesn't CUCD II boot on my CDTV?

A The CUCD was labelled as being bootable on the CDTV which is correct. To make it really clear we should have added that you need Workbench 2.x as a minimum to boot. So you'd need updated Kickstart ROMs in your CDTV to boot the CD and to use most of the software on the CD.

Q Why doesn't CUCD II boot on my SCSI CD-ROM?

A CUCD was created as a bootable CD designed to work on CD32s. Any system capable of booting from a CD should have some level of CD32 emulation software. Many problems have been encountered with some CD32 emulation software which either doesn't work correctly (a few workarounds had to be made to the CD to work with units such as the Squirrel's emulation) or has been changed by the reader with startup-sequence modifications and so on. The solution is either to obtain better CD32 emulation software or reinstall the original.

Q MUI 3.2 is on the CD but there's no installer for my HD?

A Correct, we mistakenly installed MUI directly to the CD image which is fine to run from the CD but the Installer didn't include the MUI installer to copy to CD. The solution is to drag the entire MUI drawer onto your hard drive and add the following lines to your user-startup script in the S directory of your Workbench partition;

```
Assign MUI:HardDrive:MUI
Assign libs: MUI:libs ADD
```

'HardDrive' should be replaced with the name of your hard drive partition and/or path where you have dragged the MUI directory.

Q DataWorld animation doesn't work.

A DataWorld needs an AGA machine with 4Mb and a few libraries to work. If you try booting from the CD and the libraries are not on your Workbench the animation will not run. The solution is to copy the libraries off the CD onto your Workbench drive. Boot from your Workbench and type in

Figure 1.

```
Copy CUCD:libs/xpkmaster.library libs:
Copy CUCD:libs/xpkFAST.library libs:
Copy CUCD:libs/math#? libs:
```

Figure 1. Now clicking on the demo should play the animation from CD. The smoothness and speed of the animation is dependent on the speed of your CD-ROM drive.

Q I haven't got an Amiga CD-ROM and on my PC CD-ROM CUCD doesn't work.

CUCD is a standard CD-ROM which is compatible with PC CD-ROMs but because the Amiga has long filenames as standard, the CD will not work in PC CD filing systems which aren't capable of these extended filenames. One solution is to use a better CD filesystem on the PC such as with Windoze '95 etc. A better solution would be to take the CD-ROM out of the PC and attach it to the Amiga where it belongs.

Q Why don't some AGA games work on my CD32?

A The simple answer is memory. Though the CD32 has 2Mb, the CD-ROM drive consumes some of this valuable commodity as does booting the CD Workbench system. You can see this in the quantity of memory displayed free in the Workbench title bar. These games usually only just manage to work in an A1200 by running from floppy disk and avoiding the memory consuming Work bench boot process. These problems don't affect A1200s and CD32s with extra memory though on the CD32 side this isn't easy to achieve. The SX32 expansion unit, as reviewed in the April issue, will allow extra memory to be added as well as a keyboard and floppy drive to turn your CD32 into a proper Amiga computer. So equipped a CD32 will run lots of games and applications software.

Q Why doesn't program x work?

A There could be many reasons. Either your machine doesn't have the necessary requirements or the software conflicts with your own Amiga system software if you've customised it. Reading the documentation provided with each of the packages is not only highly recommended, it's essential when things don't work. There is so much material on the CD, some of it is bound to work and some of it is bound to fail. You'll have to put on your diagnostic hat and try to figure out why it's not working. It may be worthwhile contacting the author of the software if you're sure it should work and all else fails. ■

Mat Bettinson



Masterclass

Using ARexx with other programs can add new features and automate existing ones. Here's how ...

We've already seen that ARexx is a powerful and elegant programming language in its own right. However, the real power of ARexx comes when it is combined with other programs.

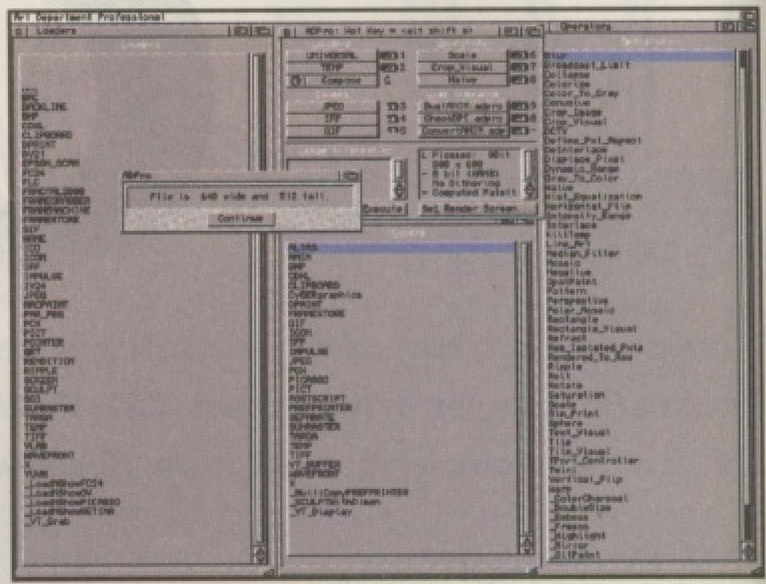
Remember that the Amiga can multitask many applications at once without any effort, and so you can run, say a graphics program and, simultaneously, start an ARexx script running. It's also possible to make use of specific features of the graphics program from the ARexx script. Here's how.

Arexx port

For an application program to be used with ARexx, it must have what is referred to as an 'ARexx Port'. This means that when the operating system sends a command to a certain location, the application program will recognise it. It's up to the application to deal with the ARexx command and perform an action or return a value to the ARexx script. For example, an ARexx paint program may accept commands such as 'Plot' or 'Circle' and perform a suitable action on the screen.On the next page there's an example of how you would use ARexx to work with another program. In this case we'll use AdPro (the Art Department Professional) as our ARexx compatible application program.

Remember that an ARexx program or script is simply a plain text file and so it can be created with any text editor and saved to disk or to RAM disk. Most programs have their own little foibles when it comes to dealing with ARexx and AdPro is no exception. If you create the script and save it to the directory ADPROSCRIPTS: with a filename such as 'f8.adpro', when you press the Function8 key AdPro will run the script.

This is very useful, as it saves you from opening a Shell window and typing 'rx myprogram.rexx' everytime – although occasionally this is exactly what you want to do, especially in long batch processing jobs.



▲ **Art Department Professional is (or at least was) the premier image processing program. Its ARexx facilities made it the ideal batch processing utility.**

Our exmple porgram shows what an ARexx script looks like, line by line. ARexx works by allowing the host programs to make new functions available, and so some of the commands don't look familiar and certainly won't work with other host programs. This is simply because they are AdPro commands, not ARexx functions.

ARexx compatible programs

Here is a list of some of the more popular programs to feature ARexx ports. If an application program has an ARexx Port, you can write an ARexx script to call various features of the application or create macros for use within the program. For example, as both the V-Lab video digitiser and AdPro image processor have Arexx ports, you could write a script to grab frames from video, scale them, re-colour them and save them to disk: all automatically.

Ami-Back
Disk back-up and maintenance suite
AMosaic
World Wide Web browser
AmiTCP/IP
TCP/IP networking suite
AMOS Professional
Programming language
Art Department Professional
Image processor
Bars & Pipes Professional
MIDI sequencer and multimedia authoring tool
Blitz Basic II
Programming language
CanDo
Programming language and multimedia authoring tool
CygnusEd Professional
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Image renderer
SnoopDOS
System monitor
Spot
FidoNet mail manager
Termite
Terminal emulator
Thor
Mail/news manager
TrapDoor
FidoNet mailer
TypeSmith
Font editor
VistaPro
Landscape generator
V-Lab
Video digitiser
Xi-Paint
Paint package

Example program using AdPro

All ARexx programs must start with a comment

ADDRESS "ADPro"
This tells the ARexx system which host program to use. This is the special Arexx 'Port name' you hear about. If you get it wrong, the script won't work as the AdPro commands won't be found. You must get the upper and lower case letters correct too!

OPTIONS RESULTS
This is a special ARexx command to inform the system that some commands will be returning values to the script for processing.

GETFILE
This is an ADPro command, not an ARexx command. It makes AdPro put up a file requester and ask for a file from the user.

filename = ADPRO_RESULT
This is an ARexx command – the variable called 'filename' is set to the value returned in the special variable called ADPRO_RESULT. In this case, ADPRO_RESULT will contain the name of the file the user selected.

okay1 "File name is" filename
This is an AdPro command. Rather than use the ARexx SAY to print test to the Shell, this AdPro command opens a window on the AdPro screen and displays the text

lformat "universal"
This is an AdPro command and it sets the loader to be universal i.e. automatically detect and load the file.

load filename
The is an AdPro command and it loads the file passed to it – in this case the name was stored in the ARexx variable called "filename" .

xsize
This is an AdPro command to get the width of the loaded image file.

x=ADPRO_RESULT
This is an ARexx command to assign the width to the variable called "x".

ysize y=ADPRO_RESULT
As before, although this time the height.

okay1 "File is " x "wide and " y "tall."
This AdPro command (which should be on one line only) will print text in a box on the AdPro screen.

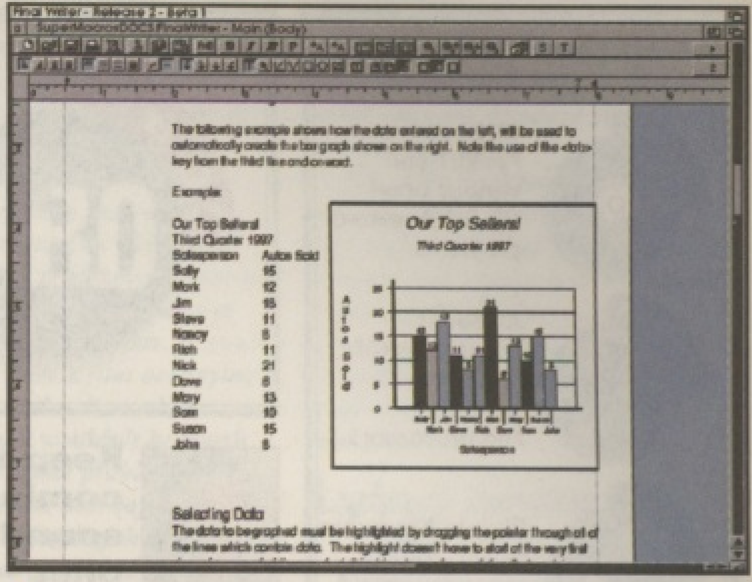
You can see there is really nothing to it, because AdPro does all the hard work for us. All we do is automate the pressing of the buttons by calling the relevant commands directly. The AdPro documentation includes full details of all the commands which are available, and many example script are supplied. Some of the scripts will process all the frames in an animation or animate ripple effects. Anything which AdPro can do can be automated, which is an excellent way to save time.

This is what 'batch processing' is all about. You set up the computer to repeat a task, and then you go on and do something else (such as going to bed) whilst it gets on with it. You can perform tedious operations such as loading in a thousand images in JPEG format, scaling them and re-saving them in GIF format.

A batch job

You can also use batch processing in a creative way. For example, you might want to make an animation in which the screen fades out and fades in – an AdPro script can load each frame in turn, adust the colours and re-save it. Or you might want to add ripple effects as though the image was underwater and rain drops were falling on it. Once again, an ARexx script can handle all this for you.

Sadly AdPro is rather hard to get hold of these days, so hopefully the next release of Photogenics will feature an ARexx port. Don't think that graphics programs are the only applications which benefit from ARexx. Final Writer is an superb Amiga 'Page Processor' program, and the authors were smart enough to include a full ARexx port. As a result, hundreds of



▲ **FinalWriter is an excellent Page Publishing program and it features an ARexx port. This means that it is possible add your own functions such as the bar chart utility.**

ARexx macros have been written and many are available for free from the Aminet (either the CD-ROMS or the Internet site). You'll find scripts which will write business letters for you, draw graphics, wrap text in circles and automatically create drop shadow effects.

Advanced ARexx users can take advantage of the many libraries and routines available. For example, it's possible to create a graphical front end with gadgets, windows and requesters all from an ARexx script. We'll take a look at these next time. ■

John Kennedy

Speeding up Arexx programs

ARexx is an interpreted language, which means it is always going to run rather slowly. One way to speed up ARexx programs is to compile them and there are one or two programs which will do this available. However, it's simpler to simply stream-line the existing script as much as possible and that is exactly what the program 'RexxOpt' I found on Aminet does. Take a look at the following extracts from an ARexx script, showing before and after. Although this is clearly not good programming practice, it is a fair way to get a little extra speed from programs you have already written and tested. Make sure you keep a copy of the original though!

BEFORE

```
/*
Search for file names ending in #?bak, and then
delete them if necessary.
_ John Kennedy */
address command /* Use AmigaDOS */
/* First, generate list of files & sizes */
Say "Making list of all files in current directory...."
'list lformat "%p%n %l" all files > t:templist'
/* Now, search for those ending in .bak */
Say "Adding up file sizes.."
infile='infile'
outfile='outfile'
total_size=0
number=0
call open (outfile,'t:report','w')
call open(infile,"t:templist",'r')
do while ~eof(infile)
      data=readln(infile)
   if data~='' then do
         parse var data namepath " " size
         if size='empty' then size=0
         test=right(namepath,4)
         if (test='.bak') then do
           total_size=total_size+size
           number=number+1
           call writeln(outfile,namepath)
           end
     end
end
call close(infile)
call close(outfile)
```

AFTER

```
/* Optimized with RexxOpt 1.7 */
address command;Say "Making list of all files in current directory....";'list lformat "%p%n
%l" all files > t:templist';Say "Adding up file
sizes..";infile='infile';outfile='outfile';total_size=0;number=0;call
open(outfile,'t:report','w');call open(infile,"t:templist",'r');do while
~eof(infile);data=readln(infile);if data~='' then;do;parse
var data namepath " " size;if size='empty' then size=0;test=right(namepath,4);if
(test='.bak') then;do;total_size=total_size+size;number=number+1;call
writeln(outfile,namepath);end;end;end;call close(infile);call close(outfile)
```

Logos, meanings and mysteries:

- CD ROM: CD32 queries, ParNET and various other CD ROM-related problems.
- EXPANSION: All about upgrading RAM, operating systems and processors.
- ACCESSORIES: Plug-in hardware of any kind: scanners, disk drives etc.
- PROGRAMS: Answers to queries on particular pieces of software.
- SOUND: Music, sampling, MIDI and anything that makes a loud noise.
- UTILITIES: Miscellaneous tools to keep your Amiga running smoothly.
- PRINTERS: Form-feeds, page-breaks, preferences and lots, lots more!
- MONITORS: Monitors, TVs, modulators, screen-modes and all that stuff.
- GRAPHICS: Pixels, sprites, animation, pictures. In one small word: graphics.
- BUSINESS: Spreadsheets, databases, organisers, accounts ...
- COMMS: Everything you need answering about the internet
- HELP: Not everything fits into a pigeonhole, but anything you like fits in here.

Our experts are waiting to answer your most difficult Amiga questions. Send those letters to Q+A, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU. Email: Q+A@cuamiga.demon.co.uk

Keep those problems coming, especially sound and music ones – I love 'em.

What I'd give for some real hardware challenges. My grey matter hasn't been taxed for ages.

Amiga E

I began to start programming Amiga E around November time and I was delighted to find you were giving a book and tutorials away about this language. In your magazine and in the accompanying book you mentioned the 'Amiga Rom Kernal Reference Manual (Libraries)'. Do you know where I can purchase this book?

Richard Lake
South Humberside

Most large book shops should stock it in their computer departments. In fact, hang on [nips down to local WHSmith] yeah it's still there. Alternatively, you could get it from your local library, they should be able to order it for you – it's published by Addison Wesley.

Clip art corner

I have an Amiga 1200, with 3Mb RAM, a 450Mb hard drive, an Epson LQ-100 printer and a Zappo CD-ROM. I have a couple of questions. Firstly, where can I get some .CGM clip art from? I have Wordworth 3.1SE and am fed up with the poor (jagged) print quality of bitmap graphics in my documents. I am aware that Digita sell .CGM clip art but I feel that this is expensive compared to the amount of data that can be stored on a CD for about twice the price. Do you know of any CDs that have .CGM clip art on them? I have a lot of .EPS clip art which unfortunately Wordworth 3.1SE does not support. Are there any converters available? Secondly, where can I get a colour VGA monitor from? About how much will it cost? I use a portable colour television at present but I am fed up with the poor quality picture especially when doing DTP work.

Gareth Moyle
[no address supplied]

CGM clip art isn't a common standard for the Amiga, but worry not you can still get it. Give the lads at SELECTAFONT a buzz on 01702 202835, they do a good range. VGA monitors come in all shapes, sizes and scan rates and it's the scan rates you need to worry about. Although you can get bargain basement models, most of them won't support the lower and common resolutions that the Amiga produces – you won't, for instance, be able to use it for playing games. This is why there are lots of cheap VGA monitors around but few sold by Amiga suppliers – most of them won't be any use to the majority of Amiga users. Your best bet is the recently introduced Amiga Technologies monitor, although slightly more expensive it will support the major resolutions you need.

Atari music

For the past few years I have been recording songs using a sequencer on an Atari STFM machine and therefore I always save the songs in the standard MIDI file format (format 1) to Atari formatted floppy disks. Now the question is how do I get sequencers on the Amiga (Bars And Pipes etc) to read and load the MIDI data from the Atari disks? Whenever I put the disks into any Amiga drive the disks aren't even recognised.

D. A. Ledder E. West Yorkshire

An Atari user huh? You have our deepest sympathies. Unfortunately you don't say which model of Atari STFM you have. If it's one of the later 1040 models you shouldn't have too much of a problem. These had a disk format very similar to PC MS-DOS and as such most Amiga PC disk converts DOS-2-DOS etc will be able to read them. If it's not you're on a boat, without paddles, heading downstream towards piranha invested rapids. Get your ST to save the MIDI files to PC (MS-DOS) formatted disks and the Amiga will be able to read them as standard (if it's an A1200).

Webbed wonder

As I am into computer graphics and programming I'm thinking of starting to develop my own of WWW homepages. My first option is to enhance my old 286 PC and try to obtain an HTML developer's package. Another option (my preference) is to use my HD equipped A1200 but is it possible? Does serious HTML software exist for the Amiga? I mean I tried out Hyperbook, which was good fun, but seriously outdated and certainly not fully compatible with the A1200. Through your January 95 issue I then learned of AmigaGuide (I have V.39.11), but is it any good for my purpose – like does it have graphic capabilities? Does it play back sound and animation or is it just a basic text linking tool? Where can I learn more about Amiga Guide? Another thing that's been bugging me is the PC/Mac/Amiga 'cross-platform' problem.

Would it be possible to create a 3-in-1 computer – based around the Amiga of course? An accelerated tower cased A1200 with

Into the Arc

Just a quick message in relation to the letter sent in by O. Hodgson (Q&A Feb '96) regarding getting MultiCX and Arq to work together. [I thought you said it was quick - Ed] I too have had a little trouble getting both Arq and MultiCX to run from the WBStartup drawer. Anyway the suggestion you made doesn't seem to clear up the problem - resulting in a variety of different problems. However I laboured over the problem for a evening and came up with another way of getting Arq to run.

1. Install MutliCX in the WBStartup drawer as usual. Arq must go somewhere else though - I put it in a directory call 'Arq'.

2. Next load a text editor, start a new document and type:

```
SYS:C/run >NIL: SYS:Arq/Arq >NIL:
```

Now save this text file as 'Arc.script' and make sure it goes in the WBStartup drawer along with the MultiCX program.

3. Load IconEdit (Workbench/Tools/) and set the icon type to PROJECT. Now draw a nice picture of a scriptfile or something and save this as 'Arq.script.info'. Again, make sure this goes into the WBStartup drawer.

4. Close all your programs (so you can see the Workbench screen) and take a second look in the WBStartup drawer. Click on the Arq.script icon once, and then from the Workbench menu select INFORMATION. In the window that appears click on the DEFAULT TOOL box and type:

```
SYS:C/IconX
```

Now press Return and close the window with Save.

5. Finally check you have IconX and RUN in the C directory of your hard drive boot partition. Then reboot your system and everything should run smoothly.

Mark Crawley Leeds

a 486 or Pentium card and a Mac Emplant – could it be done? Could it be made 100 percent compatible to a real Mac or PC, and would it be on par speed wise?

T. S. Nielsen Langaa, Denmark

While it would certainly be possible to create HTML (Hyper Text Markup Language) pages on the Amiga you can't do it using programs like Hyperbook – they work using a different format. Instead you'll have to write the scripts that WEB pages are made up from in a text editor and then view them with something like AMosaic. If you've had any experience of programming you shouldn't find this too difficult. As for upgrading your PC, kindness is the best option – put it out with the rubbish. As to creating a super Amiga-PC-Mac machine it's certainly possible and a number of people have already done it. But, there are several considerations. Firstly, it'll cost you more to build such a system than buying the different systems in the first place.

Secondly, you'll never get the same performance as a real PC or Mac. Still if you want to do it, it's your money.

For the tower give Intrinsic a call on 01474 335394. The Mac/PC Emplant is available from Power Computing on 01234 273000. If you're serious you'll also want a bigger power supply, which Datel (01782 744707) can supply.

DOOM for CD32?

I have a CD32 and an Amiga 500 (with 1Mb upgrade). I was thinking of upgrading to an A1200. Would it be better buying one or buying the SX-1 for the CD32? Can I get the AGA chipset separately? Are any Amiga game publishers thinking of bringing out any big name games, or 3D beat 'em ups for the CD32? I feel the license has been wasted slightly and the lack of big name games has disappointed me. Surely if the SNES can do Doom then so can the CD32! And lastly most of the games which contain intros for the CD32 have been packed into a box in the middle of the screen. Is there any way I can get them to cover the whole screen?

Andrew Burridge, Liverpool

Without any doubt your best upgrade path would be to get a new A1200. The CD32 and the stock A1200 aren't really powerful enough to run modern big name games – more of this in a second – but at least with the A1200 you can upgrade it with accelerators to increase its capabilities, you can't with a CD32. This is the reason why the film intros of CD32 games occupy such a small area of the screen. The CD32 just doesn't have the processing power to play a full screen film sequence at near acceptable frame rates. It would be possible to have a film occupying the entire screen but it would be so jerky and slow it wouldn't be worth watching. The same problem is also one of the reasons that software houses aren't releasing their big name games on the CD32 anymore. The other being that they believe there aren't enough users to buy their games and thus recoup the money it takes to develop the games. Getting systems like the SNES and CD32 to play Doom takes a lot of work and money but with the SNES developers can be sure it'll sell millions of copies – something the CD32 version will unfortunately never deliver. On the A1200 this isn't so much of a problem as there are still plenty of new innovative developers who are creating similar games.

Finally, to take advantage of the AGA chipset you'd need the latest version of Workbench plus a major upgrade of the motherboard so it's not available separately.

Fixed flicker

After loading PageStream 2.2 the screen flickers and the window and menu is compact. The toolbox is also juddering. The same happens with Protext V, but this doesn't happen with Wordworth AFC and Interword V1.53. Do I have to reset something on PageStream and Protext?

E Fountain, Cheshire

What you're seeing is interlace screen flicker, which is used to show higher resolutions. This allows more to be displayed on the screen, but this is only possible by splitting the picture into alternate pictures that flick from one to another very quickly (updating at 25 frames per second rather than the standard 50 frames per second).

Select the PageStream2UK icon and select the Information or Info menu command. Click on the 'Screen' and change it to Workbench before finally clicking on Save. Next time you load the program it shouldn't judder. Refer to the Protext manual to see how this is done in that program.

Lying around

I have upgraded my Amiga 1200 hard drive to an 850Mb IDE 3.5 drive. That leaves me with a hard drive sitting around. I am wondering how I would connect up my old drive to be a slave to my new hard drive.

Nigel Avock Whitminster

With IDE hard drives you can connect a second drive to the first, having two of them running at the same time. The second drive is known as the slave, the first being the master – nothing like a bit of domination! Unfortunately Nigel you don't give the make and model number of your old hard drive, so we can't give specific details. However, on the drive you should see a selection of dip switches and one of these will set it to be the slave drive (if you're lucky it'll tell you the settings for master and slave on the unit). Put a jumper on the correct switch and then connect it to the first drive, you can get IDE cables with two connectors from most dealers.

Finally, you'll need to get a power supply splitter – one that divides the power lead up into two plugs, one per drive, again your dealer should be able to supply these for a small cost. The other point is that you may not have enough power in your Amiga to run both drives, again without knowing the make/model of your drives we can't say for definite. If you run into problems try upgrading to a Goliath power supply.

Send your Q&A problems to...

You can send your technical problems [or answers – Ed] to CU Amiga by the following means:

By letter to Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Email: Q+A@cu Amiga.demon.co.uk.

NO SAES PLEASE We regret that we can't respond to readers' questions by post or over the phone. Please do not include a stamped addressed envelope with your letters, as we simply don't have time to answer the thousands we receive. Responses are only available through the pages of this magazine.

Points of view

Do something Escom

by Alan Dykes

The position with Escom stores has not been satisfactorily resolved yet, and to tell the truth I'm sick of it. I'm sure Amiga Technologies are sick of it too, but corporate loyalties won't let them admit it. Yes, as we have been told recently, the Amiga is still being sold in these ex-Rumbelows outlets, but the word 'sold' is surely being applied very, very loosely. Available would be a more apt description. Reluctantly available might be better.

Last month, John Smith told us that steps were being taken to make sure that the Amiga was displayed in these stores. Fine. John would like nothing better I'm sure and he's probably put plenty of pressure on his Escom colleagues to have this edict carried out but I'm afraid it's not working. It is of course possible that somewhere in the country a nice Escom man is welcoming prospective Amiga purchasers with open arms, but I've not heard about it yet. Please write to me if any of you have but I don't think we'll break Robert, our Postman's back with the deluge. Prove me wrong if you can. There's nothing I'd like better.

> Unfortunately no one in Benshiem has endowed the Amiga Magic pack with hands, legs and a mouth of its own to go out there and sell itself ...

This is based on personal experience and what other reliable sources have told me. I've checked: neither Wood Green or Upper Street (both in north London) branches of Escom had an Amiga on display with a monitor hooked up, running animations in Personal Paint; running anything at all. They didn't even have one out of its box. And I swear there was dust on top of the boxes themselves – even the cleaners wouldn't touch them. One horror story related, first hand, to me from a different part of the country was of a middle aged man walking into an Escom store actually expressing a serious interest in purchasing an Amiga but being continually turned towards a PC. The conversation went something like this: Shop assistant: "It's good for graphics sir, but a bit slow. Potential purchaser: "Oh, I'm into graphics, can I see it running". Shop assistant: "Er, no, have you seen that PC, it's good for graphics too". Potential purchaser "But could I see an Amiga running?". Shop assistant: "We don't have one plugged in right now". And so on.

Interestingly enough an Escom manager wrote in to backchat this month complaining about the lack of training for staff in the ways of the Amiga. Perhaps this would be a start towards a solution.

■ Alan Dykes is CU Amiga Magazines' Editor

Selling itself

David Pleasance was the first person to tell me that the Amiga could sell itself and he did know a thing or two about them. Set it running in a shop window with some nice animations or a stunning game and people will ask about it.

Since then new Amiga bosses, Petro Tystschenko, Jonathon Anderson and John Smith have echoed this. And they're all absolutely right. Unfortunately no one in Benshiem has endowed the Amiga Magic pack with hands, legs and a mouth of its own to go out there and sell itself, so sadly we've got to rely on partisan human salespeople to put them in shop windows, talk to people about them and SELL them. And some sort of advertising back-up wouldn't go amiss either.

Dear John Smith and Petro Tyschtschenko, walk into an Escom store in Britain and try to buy an Amiga (without flashing your business card). You'll soon find out what's going wrong.

Perhaps the new Amiga will create more interest but in the meantime what's available presumably has to be sold. Let's hope something more positive can be done about this.

Just in case ...

And just in case you think I'm always whinging like an old windbag I'd like



to congratulate Amiga Technologies on the specification of their new Amiga. I also applaud the speed at which they're trying to develop and launch it: by all accounts it should be available by summer, as anyone who has read our news piece on the Hanover show will already know. They realise this market needs a new machine and, as promised in last month's exclusive interview with John Smith, it's really on the way. But blow me down if it doesn't look like the box cover off my mum's old sewing machine. At least from the pictures I've seen. But I'll reserve final judgement until I've seen one in the plastic.

What's terrifically exciting is the fact that it seems likely that more than one internal expansion port will be available. How about a processor AND a graphics upgrade? This is something that more advanced AGA users have been clamouring for for ages. The PCMCIA slot has been dropped, but with fast serial as standard, this is not going to be a serious problem: no doubt SCSI will be an optional add on at a later date.

No, if the price (and packaging, but more of this at a more appropriate date) is right a machine with this specification will sell like hotcakes, and if the sales problems I touched on earlier can also be remedied then Amiga really is "Back For The Future". Hold on to your seats.

Dare to look different



by Tony Horgan

"But it doesn't look like a PC!" comes the cry from onlookers as the prototype 'Amiga Walker' is unveiled. You're damn right it doesn't and why the hell should it look like a PC? Now that the general public have been brainwashed into the notion that "computer = PC clone" it would be foolish for Amiga Technologies to box up a new Amiga in PC clothes. If they had, imagine the scenes as Joe Punter walks into his local Escom shop on the lookout for a good value versatile computer ...

Punter: I'm after a computer. Assistant: Certainly Sir, what did you have in mind? Punter: Well my mate knows about computers and he said it's no good unless it's got the following things written on the box: Pentium, Plug and Play, Windows, Internet and Multimedia. How about this one, the one that says Amiga on it? Assistant: Well it hasn't got a Pentium, or Plug and Play, or Windows but it can do those Internet and Multimedia things. Punter: No, I want to fulfil my checklist: Pentium, Plug and Play ... How about that other one then? Assistant: Certainly Sir, this is our latest cheapo bundle which will register all of your buzzwords and have you walking out of the shop with a PC that can barely find enough spare RAM to display an 'out of memory' error message once it has booted Windows. Punter: I'll take it! Oh, and while I'm here, do you sell vacuum cleaners?

OK, so I'm being a little generous toward the shop staff there: assuming that the sales assistant actually knows anything at all about the products that are on sale in his shop.

However, if you encourage people to compare an Amiga, buzzword for buzzword, pound for pound, against a cheap PC it's bound to lose out, especially when there is no-one on hand to argue the Amiga's side of things.

The Amiga should not be chasing after the PC. The Amiga is, and I hope will always be a special computer bought and used by the discerning customer. If it looks like a PC then people will assume that's what it is, only a lesser variant because it doesn't bow to the PC's buzzword agenda. If the new Amiga looks different, then maybe it will catch the eye of those who are looking for something a bit different under the bonnet.

> **If the new Amiga looks different, then maybe it will catch the eye of those who are looking for something a little different under the bonnet.**

That's why the majority of us are using Amigas now. We want something a bit special in our computers, and we want to do special things with them, regardless of what the rest of the computing world is currently being spoon-fed by the mass media.

The Amiga has always been a machine that has captured the imagination and it must continue to do so in its future forms in order to maintain its position as the main machine for original, creative and inventive computer users.

If that means dressing it up like a hoover, then so be it.

■ Tony Horgan is CU Amiga Magazines' technical Editor

To suck or not to suck?



by Mat Bettinson

We heard all the jokes. The new Amiga (codenamed project 'Walker'), when finally revealed at the CeBIT show in Hanover, Germany, was radical but also mildly ridiculed. AmiVac 5000 and Amiga Hoover+ jokes raised quite a few chuckles (see pictures in news pages). However, at the end of the day what Amiga Technologies have produced in Project Walker and what I said it should be in the past, were all uncannily well matched. 6Mb of RAM, stock hard drive, CD-ROM and real-time clock is what we all knew it needed. Then there's the new IO chip which will finally give us high speed serial for comms use and more.

This baby was designed to be fully expanded to a Power PC processor with an official AT upgrade in early '97. It's a great low-end Amiga now and yet miraculously it can be expanded to the highest levels of modern computing capability – all housed in a 1950's-style juke-box-radio-cum-vacuum cleaner case (which, incidentally, I love). Given that AT surprised us by getting A1200s out the door so quickly and have surprised us again with a completely new working machine where we expected a circuit board in a pizza box (a flat desktop-style machine had been proposed), I feel congratulations are in order.

In complete contrast to AT's design largesse, Motorola showed a range of PPC based computers at CeBIT and not one of them looked anything different from a PC. And certainly none of them had an OS suitable for home use. The 'Walker' with a PPC and

> **It's a great low-end Amiga now and yet miraculously it can be expanded to the highest levels of modern computing capability.**

graphics board will kick major butt and should see massive success. This is the first time in ages I've seriously looked forward to the next Amiga. Now all they have to do is get those A1200s in Escom stores turned on and booted up (with a nice WB disk), sell some and pay for this prodigy's manufacture. The rest of us can dream of PowerPC equipped vacuum cleaners in the mean time.

■ Mat Bettinson is CU Amiga Magazines' technical Staff Writer

Backchat

NFA fight back, Escom manager gets hot and bothered. Bucket of water please for this month's selection of readers' letters.

Letter of the month

Escom man bites back

I am an Escom store manager who is completely dedicated to the revival of the Amiga and, contrary to popular belief, a good quantity of Escom staff are as well. What your readers fail to see is that there is very little support from either the public, media or AT. The availability of training and supportive literature is limited which makes it difficult for Escom staff to become competent at using and demonstrating the Amiga. This is also compounded by Escom not stocking any add on peripherals or Amigas with hard drives.

I bet most of you are thinking what is this guy on! What does he mean about no support from the public. Let me explain, how many of you can honestly say that you have written to Escom asking why are they not stocking Amiga accessories or that you went to your local store to see if you could offer ten minutes of your time to an uneducated Escom sales person who after all is not trying to have a lack of knowledge. You are the professionals; not many people know more about the Amiga than the people reading this magazine.

And as for the media/AT why don't you stop pointing the finger and get off your backside and do something about this lack of awareness of the Amiga. Why not arrange a joint competition between the media and AT to design a demo to run in all Escom stores highlighting the benefits of the Amiga showing what this quality machine can do.

Most of you may read this letter and say I can't believe what this guy is saying, he is expecting us to do all the work. If that's your opinion then that's fine but just remember it is all too easy to blame someone else.

Nigel Stone, Wiltshire.

PS these are my personal feelings and not those of Escom UK or Amiga Technologies.

Oi, cheezy Mat. NO!

To the bloke with cheezy beard (Mat B). I'm here to set the record straight. Being a member of NFA and the coder of enLOCK I was just a little annoyed at the comments you made in the March issue of CU Amiga Magazine. With reference to: 'it didn't work because the installer was hopelessly broken'. What are you on about? In the same month Roberta Smith DTP supplied the exact same disk to another Amiga magazine which managed to install it perfectly and even awarded it Utility of the Month. So what are you doing wrong, are you so hopelessly stupid?

The Amigaguide documentation which you go on to attack is another thing you managed to get wrong. The default tool is incorrect, you say. How can Multiview be incorrect when it worked on everybody elses' setup, including the many registered users! Yes that's right I've got registered users too. You did test enLOCK on Workbench v3.0 didn't you?

I don't see how you can make assumptions that enLOCK hadn't been tested at any time during development. If you wanted to contact me before publishing an untrue statement then why didn't you write to me at the address which is supplied in the Amigaguide documentation? Everyone else seems to be able to find it. The PO box address in the documentation was for joining NFA or getting hold of the latest NFA productions directly from HQ.

As for the Ask Elite references in the bulletin board adverts at the end of the installer, they are used in place of the numbers to remind people that the board is running. The ASK-ELITE is to prevent people from calling the BBS and wasting time leaching software (PD) without uploading anything in return. To get the number you'd have to know the actual BBS sysop or a friend to use the board which would probably mean you knew somebody in the group. It's not because there's pirate software on the boards but just to allow traders to get hold of and spread the NFA productions without the hassle of using a busy public BBS.

The advert on the installer was targeted at both the PD buyers and NFA members. On top of all this: I don't even own a modem.

Saying that Roberta Smith DTP had made an oversight with enLOCK is untrue. In future if you have trouble getting a piece of software from a PD library to work why not make helpful comments as to what's wrong if you must review it, instead of picking on lots of small points and filling the rest of the review with plenty of bull.

Mike Carter, NFA.

Firstly, yes the installer was broken. It didn't work on two machines and Mat, cheesy goatee or not is no stranger to installers and was able to fix it. This is obviously not something a potential PD buyer should have to do. We can't speak for other magazines but maybe their standards of review are not as rigorous as ours. We haven't seen this review.

Interestingly, you tell us that ASK ELITE in a telephone number means that it's not a public BBS, but later on you say you don't even own a modem. How do you know? Mat having been involved in comms for many years has lived in the belief that ASK ELITE does infer piracy, as do most of his comms colleagues and correspondents, not to mention Roberta Smith DTP who knew well enough to remove the disk from their PD catalogue.

We could have spent more time detailing exactly what was wrong with enLOCK but decided to devote the space to more worthy PD Utilities. Ones that worked and didn't contain dubious messages in their installer. We also thought we might be doing NFA a favour since they are so obviously against piracy. You wouldn't want people getting the wrong impression because of misunderstood words in the installer, would you?

THE FAR SIDE By GARY LARSON



Ironically, Barnum's and Bailey's respective kids—Sid and Marty—both ran away one night to join corporate America.

Change direction

It was good to see for once that your feature Software 96 (March CU Amiga Magazine) was more than simply a list of threatening statements from various developers predicting their departure from the Amiga market. OK there was the usual piracy problem piece but on the whole it was very positive in respect to the Amiga's future.

I couldn't help wondering though, is piracy the real problem or have the software developers and the publishers simply become victims of their of their own propaganda. I admit, piracy is a problem across all formats including carts and CD-ROM but have the software companies ever actually done any research into why sales of software has declined.

Looking back ten years, like many people I spent possibly two hours a day playing games and so brought at least one new title per month but as my Amiga expanded so did its capabilities. I'm still a heavy user of my Amiga but most of my time is spent writing and answering mail and I can honestly say that I've not looked at a game for over two years.

Is it possible the Amiga has in effect grown up? Looking at all the people I know personally in the Amiga community which is quite a few, all of them have expanded machines capable of running the latest games like Breathless etc but their interest in games is almost non existent. So could it be that the decline of the Amiga games market has been like so many other things, not the fault of the pirates or Commodore's demise but a victim of affordable technology. OK not everyone has the financial setup but they are fast becoming a minority.

So perhaps it's time that the developers and everyone else involved in the Amiga games industry took a good look at the everyday Amiga users and actually asked what we, the Amiga community, want from them. Personally speaking, if I were asked whether I wanted a high tech spec all encompassing Doom clone to while away the hours each night or if I would prefer to see their talents spent developing a new generation of Amiga specific internet software I know what my choice would be.

Maybe the answer for the software developers is not a change of format but simply a change of direction.

Mark Godley, South Yorkshire.

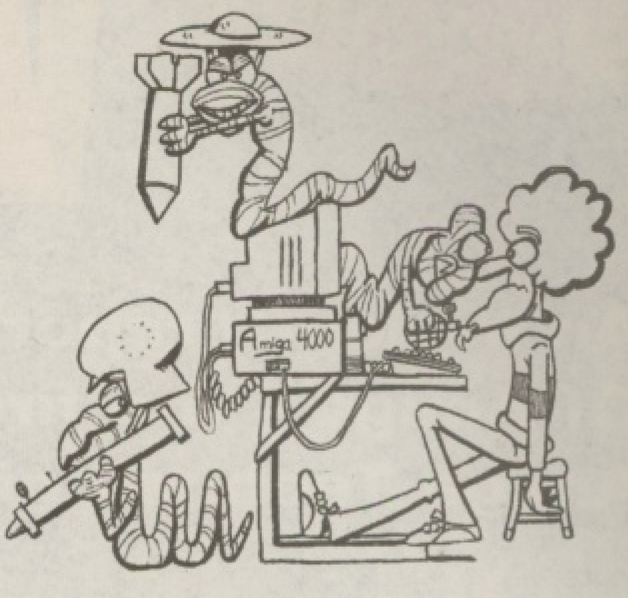
Picture corner

I read your Alien Breed 3DII preview and thought the pictures were superb. Inspired, I got on my A4000/030 and whipped up some illustrations, which I hope you like.

Trond E Haveland, Norway.



You know that your Amiga has superb graphics when you wake up in a cold sweat after you have played Alien Breed 3D2 the night before



Don't play worms after midnight...

Dirty tricks

It seems that a lot of Amiga owners either can't or won't spend any money on their beloved computer. In fact I'm sure a lot of these people haven't got a bit of original software in their collection except for what they get from your 'dirty tricks'. By dirty tricks I mean the CDs and floppies on your mag cover.

Don't get me wrong, I think these disks are great value for money and not "Oooh, I got that CU Amiga last month and the software was brilliant, but it was all just a trick to get me to buy the magazine". Of course you've got to buy the magazine! Don't people realise that no sales means no magazine? Please trick me again and again.

People with this attitude make me so mad. They say they want the Amiga but are prepared to do nothing to save it. Thanks for a great magazine and all the 'tricks'.

Bob Andrews, Cambs.

Dear John: hands on hearts, none of have ever done tricks for a living!

Ford versus Jaguar

I feel that the negative comments made by many of the contributors to your letters section about the inferior performance of the Amiga against the PC need to be redressed. I work in the motor industry and I would find it inconceivable if a Ford Escort were to be compared to a Jaguar XJS. This, however, is the situation the Amiga constantly finds itself with regards to the PC. Whilst I think that the PC is technically superior it is also, in most cases, three to four times more expensive than an Amiga.

A standard Amiga can create video titles, platform games, word process and has numerous other applications. However, with many PCs before you can use similar applications you have to purchase different graphics. The Amiga is a very capable machine and purchasing extras can turn it into a PC beating machine. Comparing an Amiga to a Ford Escort is I believe a valid comparison as the Escort is a practical vehicle capable of fulfiling all the needs of a motorist without the need to spend large amounts of money to keep maintaining it.

However, spending a modest amount of money on performance parts can give it similar performance to an XJS. Likewise adding a hard drive, accelerator board, monitor and extra memory can produce PC-lie performance at a fraction of the price. This, I believe, is the line Amiga Technologies should use when promoting.

Kevin Coate, Somerset.

Bravo

Having recently upgraded my A1200 to a 6Mb CD system, I was gratified to see CU Amiga Magazine publishing a CD for a magazine. I represent the portion of your readership that can not afford to buy and upgrade a PC but I find that I can (just) keep up with the Amiga and therefore keep up with the latest advances in computing and general technology.

I read with interest Mat's diary file concerning the compilation of the CD and I think that having done it twice you will get more efficient as you go on. Well done Mat POB (pat on back). I believe the future of the Amiga and therefore CU Amiga Magazine lies in this growth area. With a view to this I suggest a new section in your next CD for those of us who can not afford to use WWW or internet but who are interested. A HTML drawer with various local browsers (AWEB), the home pages of various WWW sites. You could have a section in the magazine for the readership to write in and request various sites pages. I believe most site owners would be more than happy to have this (free?) advertising of their site and larger businesses could use this as a way to gather the names of people who receive direct mail.

Stephen Malakos, Surrey.

We're glad you liked the CD and your suggestion of including entire WWW sites on our next CD is a very good one. There's a wealth of excellent Amiga sites maintained around the world and many of them have first rate material which is both informative and interesting. Mat promises to include much more HTML on the next CD.

Also we'd like to take this time to announce that we will be starting our own very comprehensive WWW site soon.

Unlike other publishing houses on the 'net, we'll be integrating the CU Amiga Magazine 'home page' into the routine magazine operations for a constantly changing site hopefully of value to Amiga users all over the world.

Naturally we'll also be putting the site on the next CUCD. Stay tuned, the URL will be in the next issue of CU Amiga Magazine.

It's Showtime!

World of

An in-depth report from the second ever World Of Amiga – the first UK show sponsored by Amiga Technologies!

More news on the new Amiga and some of your suggestions for its name!

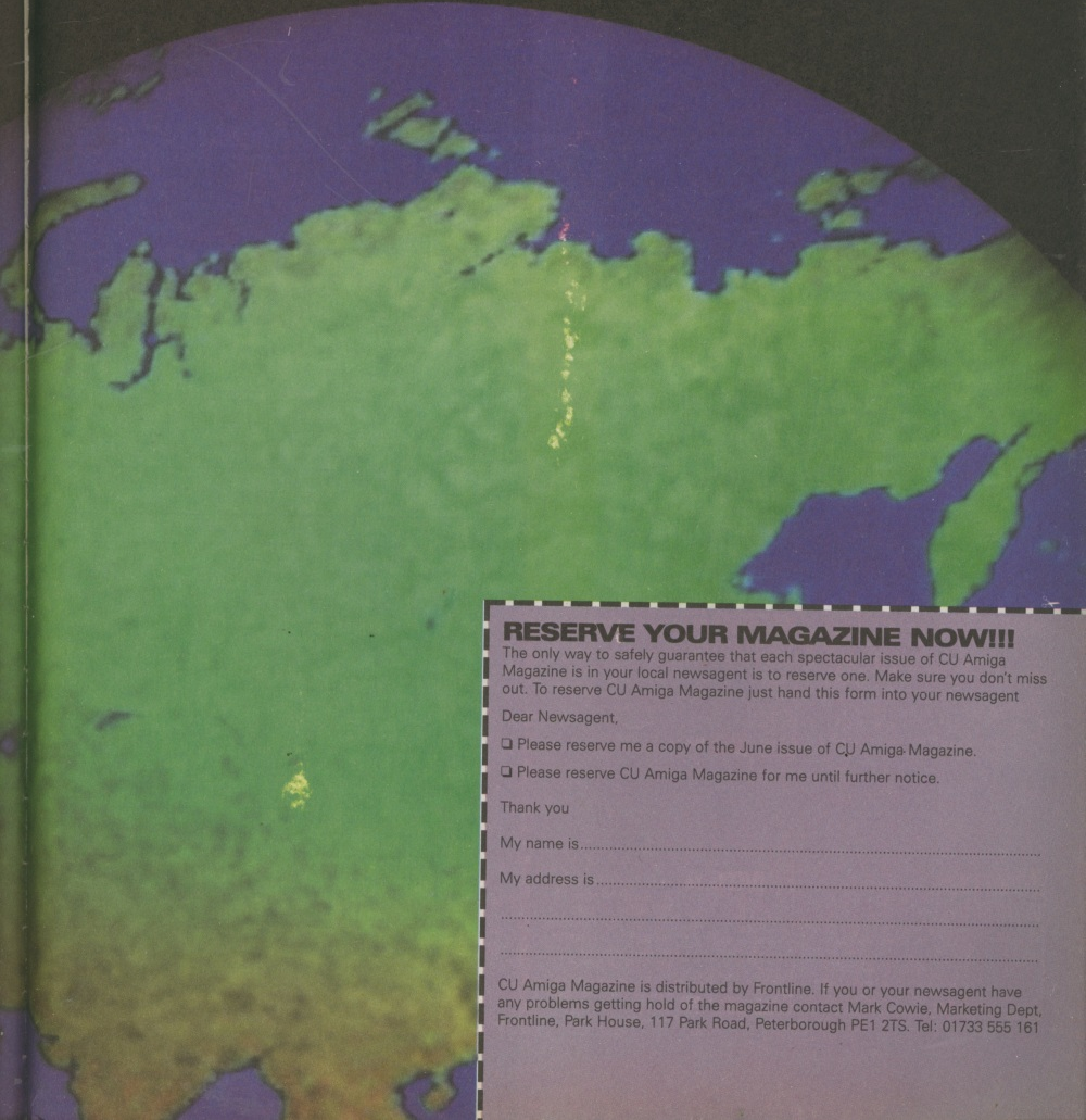
Plus: **Mat Bettinson's ultimate guide to Amiga Comms: Find out the best setup, the best sites and the cheapest way to surf the globe from the Amiga's top 'net authority! Learn from someone who actually knows what they're talking about for a change!**

For review:

- **A4000T**
- **Sound Studio**
- **Alien Breed 3DII**
- **Chaos Engine 2**

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Amiga 1996



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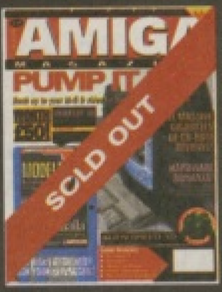
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March 1995



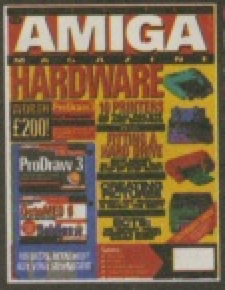
ON THE DISKS: Modeler 3D full program and Easy Ledger, Valhalla before the war demo.
FEATURE: Hook up to your hi-fi & video.
INSIDE: CD-ROM reviews, hardware bonanza, Blizzard accelerator plus modem, genlock and graphics card reviews.

April 1995



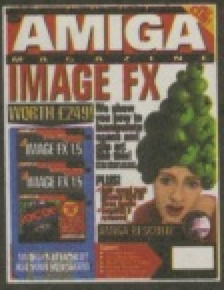
ON THE DISKS: MovieSetter, clip art and Fifa International Soccer demo. PLUS free MovieSetter manual.
FEATURE: Animation made easy.
INSIDE: Power CD-ROM, PD Special, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.

May 1995



ON THE DISKS: ProDraw 3, OctaMED 6 and Baldies demos.
FEATURE: Ten printers reviewed, rated and recommended.
INSIDE: ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared.

June 1995



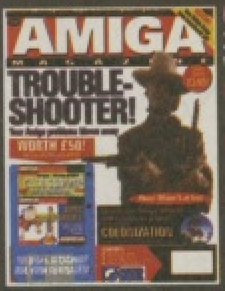
ON THE DISKS: Image FX 1.5 (all Amigas with 2Mb), USM demo.
FEATURE: Image processing explained using free cover disk.
INSIDE: RAM speed test: Blizzard 1230 III, Siren Apollo, Octamed 6 reviewed, Primal Rage, Sensible Golf previewed.

July 1995



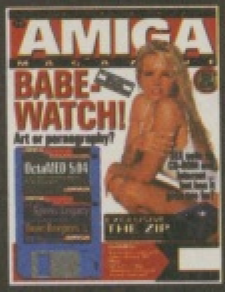
ON THE DISKS: Adorage 2.0, Power-base v3.4, Arcade Snooker-full game.
FEATURE: Step by step guide to the Net.
INSIDE: First report on Escom, LightWave 4 previewed, Cinema 4D, Scala MM400, Virocop and TM2 reviewed.

August 1995



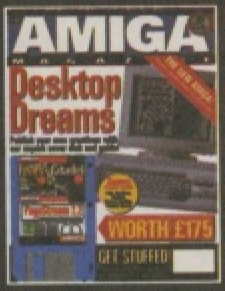
ON THE DISKS: Clarissa 2.0 and demo of Cammy Vs Honda in SSF II.
FEATURE: Trouble shooting on your Amiga
INSIDE: DPaint 5 review, the new A400/060 with CyberVision graphics, Games: Colonization, Sensible Golf, Time Keepers, PM 2.

September 1995



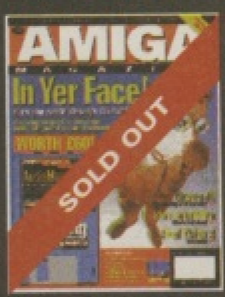
ON THE DISKS: OctaMED 5.04, Speris Legacy, Time Keepers.
FEATURE: Sex and computers: an indepth look at what there is and what people think about it.
INSIDE: Alien Breed 3D, Gloom, SSFII, Brutal, ViroCop A500, Base Jumpers CD32.

October 1995



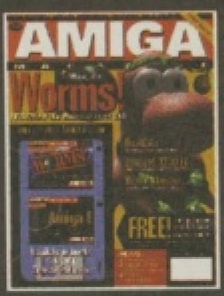
ON THE DISKS: Pagestream 2.2, Fears and Citadel demo.
FEATURES: Using your PageStream cover disk for DTP, Storage: HDs floppies and CD-ROMs.
INSIDE: Odyssey, Real 3D v3, PageStream 3.0 and a multimedia station reviewed.

November 1995



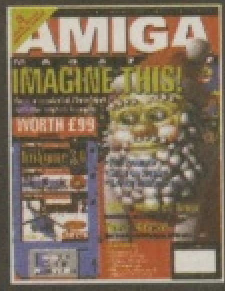
ON THE DISKS: AudioMaster IV full program, Virtual Karting demo, CD-ROM edition-Aminet 7 and more.
FEATURES: CD-ROM definitive guide to drives and disks.
INSIDE: Cinema 4D, Mac™ Emulation, Final Writer 4, Pinball Mania.

December 1995



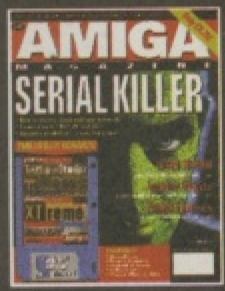
ON THE DISKS: Worms demo, Amiga E full program plus free Amiga E manual
FEATURES: Programming, Amiga music.
INSIDE: Leading Lap, Worms, Flight of the Amazon Queen, Coala, FinalCalc and Amiga M1438S Monitor.

January 1996



ON THE DISKS: Imagine 3.0 full program, Zeewolf 2 & Algomusic
FEATURES: 3D rendering using our cover disk.
INSIDE: MiconiK Tower, World Construction Set, Amilink, Zeewolf 2, SWOS 95/96, Super Tennis Champions and much more.

February 1996



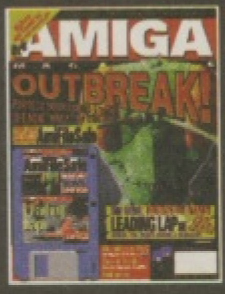
ON THE DISKS: TextureStudio plus Imagine objects, DVerb, Mandel 92, Bluff Titler, Amiga E source code, Xtreme Racing.
FEATURES: Serial linking, portable Amiga prototypes and the first Net Wedding.
INSIDE: DiskMagic, HiSoft CD-ROM, Virtual i glasses.

March 1996



ON THE DISKS: VideoStage Pro, Imgauge & XFD, Gloom Deluxe and 10 Worms levels.
FEATURES: VideoStage and The future of Games.
INSIDE: 060 for A1200, Wordworth 5, Blitz Basic, Super Street Fighter II Turbo, Super Skidmarks data disk.

April 1996



ON THE DISKS: AmiFileSafe, Leading Lap SE – 5 level full game. CD-ROM edition available.
FEATURES: Virus Protection and Wallace & Gromit in the right computer.
INSIDE: SX 32, HIQ Station, The Chaos engine previewed, Zeewolf 2 tips, and more...

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